Zombies

Introduction

The zombie may not be bright, the zombie may only be bold because it is not aware enough of its surroundings to know fear, and the zombie may be expendable, but the zombie is dangerous nonetheless—so dangerous that only the plants can hope to stand against the undead tide. In their hunt for more brainz, Dr. Zomboss's army stomps steadily forward!

Of the two factions, the zombies are geared more toward a direct offensive on enemy positions, and all four zombie Classes possess tools meant to disrupt defensive positions, or destroy static defenses with greater ease. Outside of the Peashooter's special ability, there's no plant that can match an All-Star's rate of fire, nor can any plant match the sheer versatility of the Scientist Class. The zombies don't possess a dedicated sniper Class like the Plant Cactus, but even the Foot Soldier has a Class Variant that can fit the role nicely.

Zombies

Foot Soldier Zombie

The Foot Soldier Zombie is always in the fight—armed with an array of the latest Zomboss tech he doesn't understand, but still manages to operate, thanks to his Zomboss Academy Training. His specialty is taking out rooted plants, claiming high ground via his Rocket Jump, and counting things.

Primary Weapon: Z-1 Assault Blaster

Available Upgrades

- **Rapid Reloader: By biting the ammo cartridge instead of using his hands, the Soldier reloads faster.**
- **Ammo Thing-a-ma-bob: The ammo capacity Thing-a-ma-bob is larger now and able to hold more Zomboss Rounds.**
- **Harder Zomboss Ammo: Zomboss rounds are enhanced through application of small hard things on the outer shell.**

The Foot Soldier is the "all-around" Class of the zombies, and one of the most versatile Classes in the entire game when leveled up enough to have access to all of its special abilities and weapon upgrades. Its primary weapon is fairly accurate at a distance, letting a Foot Soldier engage the plant menace from afar or up close while remaining effective, while also having a good set of Special Abilities that allow the Foot Soldier to fight at the front lines.

Special Abilities

ZPG

In order to launch a devastating strike against the plants, the Foot Soldier Zombie must simply bend over and aim...When the little chime ends, it's rockets away!

The ZPG is a devastating weapon against any plant, and one of the hardest-hitting Special Abilities in the whole game, but its delay in firing can make it tough to use against an enemy that knows it's coming and is actively trying to avoid it. It is fairly fast, but you'll still need to lead a moving target if you want to score a direct hit. Some plants will be vanquished outright in a single direct ZPG strike, even with full health! A near miss is still fairly powerful, and the ZPG's area of effect can finish off weakened plants.

Rocket Jump

Foot Soldier Zombie takes to the rooftops! The Rocket Jump ability enables the Foot Soldier to get to places other characters can't. That's one off his bucket list for sure!

It's easy to underestimate the true usefulness of the Rocket Jump. However, the high ground is always an advantage, and no character in the game can reach ground higher than the Foot Soldier! You can combine the Rocket Jump with a ZPG to surprise opponents with powerful rockets from above, or you can use it as a last-ditch effort to avoid a burrowing Chomper.

Zombie Stink Cloud

A Zombie Stink Cloud stuck in a small canister is one of many Zomboss inventions. It not only blinds plants, it hurts them too.

Another useful tool in the Foot Soldier's kit, the Zombie Stink Cloud can effectively cover the advance of a zombie horde, and can make a chokepoint that much less dangerous for the zombies, while flushing out entrenched plant defenders. Never forget this Special Ability once you unlock it!

Variants

Camo Ranger

As a long-range specialist, the Camo Ranger is tasked with countering Cactus, matching her range for range. He often loses his gun when setting it down.

Primary Weapon: Camo Surprise

Available Upgrades

- **Survival Guidebook Training: Self-taught rapid-reloading techniques through the zombie survival guidebook.**
- **Extra Hidden Ammo: Hidden ammo discovered results in ammo capacity increase.**
- **Super Camo Ammo: Super Camo Ammo boosts damage, but is hard to find when dropped.**

The Camo Ranger enjoys a damage bonus for Critical Hits, complementing the nature of its primary weapon well. Best suited to extreme-range combat, the Camo Ranger can still be an effective front-line battler. However, the slow reload-speed of its weapon, even after upgrades, low rate of fire, and high-powered scope on the Camo Surprise, means that aggressive Camo Rangers will need to make each shot count, lest they be overwhelmed by more specialized close-ranged plants.

Super Commando

The Super Commando has seen more action and fought for more brainz than any zombie in the field. He comes with a "can-do-it-if-I-want-to" attitude.

Primary Weapon: Z4 Crossbow

Available Upgrades

- **Makeshift Reload Thingy: By making a zombie Makeshift Thingy, reload time has decreased.**
- **Extra Stash of Ammo: Ammo capacity is increased though hiding extra stashes of hidden ammo.**
- **Homemade Zomboss Special Ammo: Forget Zomboss Pellets, Commando makes his own ammo, providing a boost to damage.**

The Super Commando is one of the better mid-to-long-range characters among all plants and zombies. Rewarding players who are excellent shots, the Z4 Crossbow carried by the Super Commando fires a single three-shot burst before needing to be reloaded, but this shot is incredibly accurate, meaning it's possible to score three Critical Hits in one shot almost every time. The Peashooter and Sunflower, two plants with abilities that root them in place, are in grave danger if there's a Super Commando on the field.

General Supremo

The General Supremo was promoted to lead the charge against the plants, but he forgot the detailed battle plans at the office, so he's using a more agile process to fight the plants instead—i.e., making it all up.

Primary Weapon: Golden Gatling

Available Upgrades

- **Cooler Ammo Coolant: Reduces overheating by installing the Cooler Ammo Coolant mod.**
- **Heat-Resistant Coating: Weapons coated in a heat-resistant coating offer a reduction in overheating downtime.**
- **Zomboss Special Gold Ammo: Zomboss Special Gold Ammo was a gift from Zomboss himself after winning the Battle of Whatnot.**

Functionally similar to the standard Foot Soldier, the General Supremo asserts his authority on the battlefield with the seemingly endless ammo capacity of his Golden Gatling. A devastating mid-range weapon that can easily suppress plants and lock down whole areas from attacking plants, the only thing General Supremo must watch out for is the Golden Gatling's tendency to overheat if fired for too long. It also is much weaker shot-for-shot than the Camo Ranger and Super Commando, but it makes up for it with its sheer rate of fire.

Tank Commander

The Tank Commander is a distant cousin of the Foot Soldier Zombie. He lost his tank but still has a HUGE cannon!

Primary Weapon: Mega Cannon

Available Upgrades

- **Advanced Reload Training: Advanced Zomboss Reload Academy training results in slightly faster reload times.**
- **Ammo Carrying Case: A large Ammo Carrying Case improves ammo capacity.**
- **Super-Heated Sabot Rounds: Super-Heated Sabot Rounds offer a damage increase, but create a poor acronym: S.H.S.R.**

Armed with the devastating Mega Cannon, a Tank Commander is one of the hardest-hitting Class Variants in the game. The Mega Cannon can be considered a ZPG-Lite, causing heavy damage on a direct hit or a near miss, leaving many plants vulnerable to being vanquished shortly after a single cannon shot.

Arctic Trooper

The Arctic Trooper spent last winter assigned to the Zomboss Arctic HQ, where he learned survival tricks and ate a bunch of snow.

Primary Weapon: Frozen Z-1 Assault Blaster

Available Upgrades

- **Less Frozen Reloader: The Reloader sometimes gets iced up, but this less frozen one is great! Reload time is reduced for sure.**
- **Arctic Ammo Pouch: Ammo capacity is increased through the clever use of arctic pockets.**
- **Harder Ice Pellets: Harder Ice Pellets naturally do more damage.**

Never underestimate an Arctic Trooper Zombie! Their primary weapon causes ice-based damage, and is capable of freezing a plant in place, making it impossible for them to escape a follow-up ZPG shot, or any other zombies that happen to be in the area!

Soldier Hats

Soldier Facial Hair

Soldier Accessories

Soldier Gestures

Soldier Weapon Skins

Zombies

Engineer Zombie

Equipped with the latest Zomboss do-it-yourself gear, the Engineer is ready and able to master the art of building stuff—what it does after he builds it is lost on him.

Primary Weapon: Concrete Launcher

Available Upgrades

- **Homemade Reload Kabob: The Homemade Reload Kabob is a great way to improve reload time.**
- **Extended Ammo Doodad: Don't start any project without a Doodad! It's fuzzy, warm to the touch, and increases ammo capacity.**
- **More Explosive Explosives: These explosives will actually explode and help cause extra damage to those meddling plants.**

The Engineer Zombie is one of the most important Classes in the zombie army, particularly during the Gardens and Graveyards game mode. The standard Engineer comes with a Concrete Launcher, but all Variants of this Class carry a form of explosive launcher, giving the Engineer hefty mid-ranged punch.

One of the most important abilities that the Engineers have is the ability to build Teleporter and upgradable defensive turrets in Gardens and Graveyards games. If you want to overwhelm plant scum, an Engineer can give a decisive advantage to the whole team.

Special Abilities

Sonic Grenade

The Engineer can cause mayhem with his Sonic Grenade by stunning all nearby plants, making them vulnerable to attack. It also forces all nearby Burrowed Chompers out of the ground.

When not using the Jackhammer, all Engineers and their Variants are fairly slow targets for plants to pick off, and none so dangerous as Chomper. The moment you unlock this Special Ability is a major game changer for any zombie player. It can not only stop Burrowed Chompers, but it can also prevent Sunflowers and Peashooters from using their rooted abilities.

Zombot Drone

The Zombot Drone, also known as "ZED," can attack plants from above and call in devastating Cone Strikes.

The Engineer can provide information to the rest of the team using a Zombot Drone as a forward scout, or engage in combat with the enemy using its built-in gun. However, the drone has a mere five hitpoints worth of life before it falls to enemy fire, so don't expect to survive for long if the enemy spots it. The Cone Strike is useful at clearing away large groups of enemies, but you must wait for it to be charged up before you can deploy it. The drone has a limited amount of fuel, so you can't fly forever. Lastly, if the Engineer is unable to move while flying the drone, the drone will be lost if the Engineer takes even a single point of damage.

Jackhammer

The Engineer Zombie charges into battle on his trusty Jackhammer. It is also outfitted with a weapon mount, so he doesn't need to miss a beat.

The Jackhammer gives the Engineer Class a massive boost in speed. In the Gardens and Graveyards mode, one popular tactic is to have a group of Engineers use the Jackhammer to rush to the position where the Teleporter is located so they can build it as early into the battle as possible. This special ability also makes for a good escape from Chompers if the Sonic Grenade isn't available.

Variants

Welder

Arc welding himself to one of Zomboss's mega blimps was one of the lower points of his employment at Zomboss Inc. He's now been demoted to the front lines and placed on probation.

Primary Weapon: Welding Blaster

Available Upgrades

- **Heat-Resistant Reloader: With a Heat-Resistant Reloader, the reload times improve.**
- **Extra Heat Storage: Heating storage improves, resulting in an increase in ammo capacity.**
- **Extra-Hot Fireballs: Who wants some Extra-Hot Fireballs?! They look great, they're hot, and they increase damage.**

The Welder has a distinct advantage with his primary weapon, which not only causes damage on impact, but lights plants on fire to cause additional damage over time. This is a good way to force defenders to fall back from positions you need to pass through.

Electrician

The Electrician Zombie leads the charge with his Volt-O-Blaster, electrifying plants that get in his way.

Primary Weapon: Volt-O-Blaster

Available Upgrades

- **Supercharged Reloader: With a Supercharged Reloader, the reload times are greatly enhanced.**
- **Power Converter Upgrade: Extra ammo capacity is gained through picking up these power converters.**
- **Super Electron Damage: Super electrons are added to increase damage.**

The Electrician Zombie is similar to the Painter in that they are both suited best for close-range combat. The Volt-O-Blaster can output devastating damage to opponents, but the actual shot is so slow that you want to be fairly close to ensure hits on active opponents. To get full use out of the powerful primary weapon, stun the plants with a Sonic Grenade, then get close and give them some unwanted juice!

Mechanic

The Mechanic Zombie keeps all of the Zomboss gear in fine working order (or at least he thinks banging things together is fixing things).

Primary Weapon: Air Gun

Available Upgrades

- **Better Air Compression: Better Air Compression releases tension in the reload thingy...whatever, it's just faster.**
- **More Nuts & Bolts: Adds some extra Nuts & Bolts from around town to increase ammo capacity.**
- **Harder Nuts & Bolts: Nuts & Bolts are harder, causing more damage. How they got harder we don't exactly know.**

The Mechanic's Air Gun is the wildest departure from the standard Engineer weapon. Firing a stream of Nuts & Bolts at an extremely high rate, the Mechanic can burn down any plants with surprising speed, assuming you can control the recoil of the Air Gun. It's primarily a short- to mid-ranged weapon, but it is possible to assist allies from afar with short bursts of Nuts & Bolts.

Painter

Zomboss selected the Painter Zombie due to his steady hands and great attention to detail. The Painter Zombie enjoys painting himself into a corner.

Primary Weapon: Paint Crossbow

Available Upgrades

- **Less Sticky Reloader: Paint is sticky! This Reloader replacement makes it less sticky, resulting in faster reload times.**
- **Zomboss-Enhanced Paint Box: A Zomboss-Enhanced Paint Box holds more paint. Well, really, it's just a bigger box.**
- **Enhanced Paint Fumes: Enhanced Paint Fumes cause more damage to plants.**

The Painter does his best work up close to a target, as each shot from the Paint Crossbow travels much more slowly than other Engineer weapons. Having to get close to your enemies isn't so bad, however, as each shot hits hard enough to make the risk worthwhile.

Plumber

The Plumber Zombie brings the tools of his trade to the fight, capable of launching his exploding plungers with amazing accuracy. He can also unclog Outhouse Zombies when needed.

Primary Weapon: Plunge Shot

Available Upgrades

- **Less Slippery Reloader: The reload handle is less slippery, resulting in faster reloads.**
- **Improved Plunger Stacking: Zomboss figured out a better way to stack plungers, resulting in an ammo capacity increase.**
- **Enhanced De-clogging: By enhancing the De-clogging mod, a side effect was that each plunger now deals more damage.**

The Plunge Shot used by the Plumber is similar to the Engineer's weapon, but adds water to the damage it causes. Every plunger fired explodes with a large blast radius, allowing you to still keep enemies on their toes, even if you can't score direct hits.

Engineer Hats

Engineer Facial Hair

Engineer Accessories

Engineer Gestures

Engineer Weapon Skins

Zombies

Scientist Zombie

The Scientist's technical wizardry allows him to warp in close to his enemies, where he can cause the most damage. He can also drop a Zombie Healing Station for himself and his teammates.

Primary Weapon: Goo Blaster

Available Upgrades

- **Perfect Rapid Reloader: A Perfect Rapid Reloader is the most optimized, energy-efficient way to reload quickly.**
- **Higher-Capacity Goo Tanks: Goo tank capacity is increased, resulting in more ammo capacity.**
- **Zomboss-Enhanced Goo: Zomboss-Enhanced Goo, scientifically designed to cause more damage—and tastes better too!**

The Scientist Class of zombie is an effective and vital part of any team. Able to deal high damage with its Goo Gun up close, while providing healing for allies, the Scientist should be treated as a combat medic. Of course, this level of versatility makes the Scientist a big target. Good Scientists will quickly find themselves at the center of plant attention, whether they want it or not.

Special Abilities

Sticky Explody Ball

The Sticky Explody Ball does exactly what you think it should. But did you know it only explodes in the presence of plants? Neat!

Able to stick to nearly any surface, the Sticky Explody Ball makes a great surprise against encroaching plant hordes, but it can still be used on the offensive, as it can stick to plants too! Hitting a plant with a Sticky Explody Ball will trigger a detonation after a short delay.

Warp

The Scientist has the ability to Warp through space and time. This is handy for dodging attacks, avoiding Chompers, and, well, it's just fun.

This the bread-and-butter of any aggressive Scientist. You can trigger a Warp twice in a row before the ability is forced to cool down. This allows you to quickly get in optimal range for our primary weapon, or use it to escape danger. When combined with an Engineer's Sonic Grenade, you can quickly Warp into range of stunned plants and dispense indiscriminate justice.

Zombie Heal Station

The Scientist is the unofficial healer of the zombie team, thanks to the latest Zomboss Healing Station technology. It emits a strange, purple goop substance that heals all nearby allies.

One of the hardest things to beat is a group of zombies holed up in a difficult-to-reach area, being constantly restored by a Zombie Heal Station set down by an attentive Scientist. Unlike the Sunflower's healing flower pot, the Zombie Heal Station dispenses a steady stream of constant healing.

Variants

Marine Biologist

The Marine Biologist and his Dolphin Zombie companion are a dangerous pair, able to spray fish innards with an almost unmatched style and effectiveness.

Primary Weapon: Dolphin Blaster

Available Upgrades

- **Less Slippery Fish: The fish snacks for Dolphin Zombie are less slippery, resulting in faster reload times.**
- **Improved Dolphin Hunger: Dolphin Zombie is hungry and able to store more fish guts, resulting in an increase to ammo capacity.**
- **Genetically Modified Fish: By using genetically modified fish for food, the Dolphin Zombie spits out more damaging fish guts.**

The Dolphin Blaster gains a bit more range compared to the standard Scientist Goo Blaster, but still excels in short- to mid-range combat. The shots fired by the Dolphin Blaster are quite fast, allowing the Marine Biologist to fight more effectively outside of short range.

Dr. Toxic

They call him Dr. Toxic because he's so toxic. His portable reactor pack and Radiation Blaster give him a green aura that's hard to miss.

Primary Weapon: Radiation Blaster

Available Upgrades

- **Toxic Reloader: Yes! The Toxic Reloader is toxic. It reloads faster too.**
- **Enriched Urbanium Storage: Urbanium storage increases ammo capacity by enlarging the thing that holds the ammo.**
- **More Toxic Toxins: By exposing the toxins to toxic materials, the damage output is increased.**

Dr. Toxic brings a twist to the close-quarters prowess of the Scientist Class. Simply getting close to a plant will cause it to suffer the effects of Dr. Toxic's radioactive aura. On top of this, the Radiation Blaster can cause a small damage-over-time effect on stricken plants that stacks with Dr. Toxic's aura. Bold Dr. Toxic players can completely disrupt a group of plants simply by getting in close, a devastating combination with an Engineer setting them up with a Sonic Grenade first.

Physicist

Using himself as a conductor, he likes to help free electricity from its power pole prison, letting it loose into the world.

Primary Weapon: EMP Frazzle Launcher

Available Upgrades

- **Pristine Reloader: This brand-new, pristine-condition Reloader improves the overall reload speed.**
- **Super Flux Inhibitor: In addition to inhibiting flux, the Super Flux Inhibitor also increases ammo capacity.**
- **Positronic Damage Blammer: The Positronic Damage Blammer fits on the end of the gun and blams plants, causing more damage.**

The Physicist has a range advantage over some of the Scientist Variants, causing electrical damage to any plants unfortunate enough to be in his path. Still, you'll get the most out of the weapon by being up close, as the damage from the EMP Frazzle Launcher drops off the farther you are from a target.

Astronaut

The Astronaut Zombie claims there is a secret Lunar Suburbia on the dark side of the moon—a place perfect for zombie plundering. None of the other zombies believe him.

Primary Weapon: Moon Rock Launcher

Available Upgrades

- **Airtight Reload Matrix: The Airtight Reload Matrix can reload faster even when not in zero-G.**
- **Moon Rock Capacity Booster: It's simple, really: by storing more moon rocks, the ammo capacity increases.**
- **Less Crumbly Moon Rocks: By hand-picking some of the less crumbly moon rocks, the damage output is increased.**

The Moon Rock Launcher makes the Astronaut more of a long-ranged character, an All-Star with the versatility that comes from having the Special Abilities of a Scientist Zombie. The Astronaut can hit surprisingly hard and accurately from afar. Use the Sticky Explody Balls and discourage plants who give chase, while the Warp makes a great way to stay away from the enemy and in the Astronaut's optimal range.

Chemist

The Chemist Zombie spends his time taste-testing unstable chemical concoctions. Despite his appearance, he insists he's no worse for wear.

Primary Weapon: Chemical Beaker Blaster

Available Upgrades

- **Experimental Reload Kabob: The Experimental Reload Kabob enhances reload speed.**
- **Unobtanium Compression: Unobtanium is compressed, allowing for higher ammo capacity.**
- **Enhanced Unobtanium Spray: Chemically formulated to vanquish plants faster, the Unobtanium Spray boosts damage output.**

Of all the Scientist Variants, the Chemist has the shortest-range primary weapon. You quite literally need to be right in front of the enemy to deal damage, but fortunately, the Chemical Beaker Blaster deals heavy damage on top of having a good rate of fire. With upgrades, the Chemist can be one of the most dangerous characters to face at close range. With the Warp, a good Chemist can be one of the scarier Classes in the game.

Scientist Hats

Scientist Facial Hair

Scientist Accessories

Scientist Gestures

Scientist Weapon Skins

Zombies

All-Star Zombie

The All-Star Zombie is always the first one on the field, and the last to leave. He uses suppression fire to hold the plants at bay, and his Tackle Dummies are the best offensive linemen around.

Primary Weapon: Football Cannon

Available Upgrades

- **Supercharged Football Coolant: The Supercharged Football Coolant (i.e., water) reduces the amount of heat each ball generates when shot.**
- **Overheat Reduction: The weapon is almost guaranteed to not overheat with this mod installed. Possibly.**
- **Super Football Compression: By compressing the footballs before firing them, the weapon damage is increased.**

Each individual shot by any member of the All-Star Class may seem weak, but there's no other Class in the game that can sustain as high a rate of fire for as along as the All-Stars are capable of. Plants caught out in the open will almost assuredly be mowed down in seconds if they don't find cover. Deployable defenses, such as Cactus Wall-nuts and Potted Plants, will practically melt before your mighty weapon. Unfortunately, firing All-Stars' weapons will cause them to move even slower than they already do, which can be trouble if you're outside of cover and have earned the attention of the plants.

The interesting thing about the All-Star and its Variants is that they do not have an ammo count to worry about. Instead, they must worry about overheating their weapons. Hold down the trigger for too long, and you'll overheat the weapon, and must wait for it to cool down before you can shoot again.

Special Abilities

Imp Punt

When in doubt, punt an exploding Imp. What's the worst that could happen?

The Imp Punt gives the slow-moving All-Star the ability to punt a powerful explosive over any cover a plant could be hiding behind, destroy the Wall-nuts deployed by Cactus, or quickly destroy any Plant Minions summoned in the Gardens and Graveyards game mode.

Sprint Tackle

With an amazing burst of speed, the All-Star Zombie can charge his opponents, causing heavy damage and sending them flying.

The Sprint Tackle sends your All-Star flying forward at high speed, which can vanquish weak plants in a single blow, and send survivors to the ground, momentarily stunned by the impact. Save this for emergencies or for when you know you're going to hit a plant. It can be useful as a last-ditch effort to evade a burrowed Chomper.

Dummy Shield

Some people read stories to their tackle dummies, others even date them. The All-Star uses them to shield himself from attacks.

The Dummy Shield is good for when an All-Star engages the enemy, but has no cover readily available. A Dummy Shield can absorb a fair amount of punishment, you can set two down initially. More Dummy Shields can be set down after you wait through the ability cooldown. You can combine the Dummy Shield with the Foot Soldier's Zombie Stink Cloud to further confound the plants.

Variants

Cricket Star

Although he'll claim otherwise, the Cricket Star doesn't actually know how to play cricket.

Primary Weapon: Flaming Cricket Blaster

Available Upgrades

- **Rounder Cricket Ball Enhancements: The cricket balls are given a good polish to make them more round, resulting in less overheating friction.**
- **Overheat Fans: The Overheat Fans provide a gentle breeze and reduce overheating time.**
- **Superheated Flaming Cricket Balls: The Superheated Flaming Cricket Balls will cause extra damage.**

The Cricket Star's primary weapon deals fire-based damage to plants, adding more damage over time to the already impressive rate of fire that the Flaming Cricket Blaster possesses. However, it does overheat fairly quickly, so you'll have to use short, controlled bursts.

Goalie Star

The Goalie Star always gives his team a chance to win. Even off the ice, he tends to stand in front of fast-moving projectiles.

Primary Weapon: Ice Puck Cannon

Available Upgrades

- **A Cooler Cooler: The Cooler Cooler chills every puck before launch, thus resulting in an overall heat reduction when firing.**
- **Harder Pucks: Damage is increased from using harder and icier pucks.**
- **Ice-Coated Chassis: The Ice-Coated Chassis reduces venting time when the weapon does overheat.**

The polar opposite to the Cricket Star, the Goalie Star's weapon inflicts ice damage on plants, and can freeze them in place. An excellent Class at halting Peashooters that are sprinting every which way.

Baseball Star

The Baseball Star was a few vanquishes shy of making the ZLB Hall of Fame, but was kicked out of the league for eating the brainz ball.

Primary Weapon: Baseball Cannon

Available Upgrades

- **Chilled Baseballs: By chilling the baseballs the day before, the overall heat tolerance is increased.**
- **Super Zomboss Fans: By installing tiny Zomboss fans, the venting of an overheating moment takes a little less time.**
- **Lead-Filled Baseballs: By injecting them with lead, the baseballs hurt more, causing extra damage.**

The Baseball Star's weapon could be considered a faster-firing, more accurate version of the All-Star's weapon. Any plants caught standing still in the open will be hit dozens of times before they can even react, making the Baseball Star a sort of rapid-fire sniper.

Hockey Star

The Hockey Star has led the ZHL in penalties for the past three seasons. You can find him in the penalty box, even between games.

Primary Weapon: Stinky Glove Launcher

Available Upgrades

- **Improved Glove Holder: These Improved Glove Holders have a nice, snug fit and are warm to the touch. They reduce heat friction too.**
- **Game-Worn Gloves: By using Game-Worn Gloves, the fresh stinkiness improves damage output.**
- **Slightly Damaged Heat Reducer: The Heat Reducer, while damaged, still reduces the time it takes to recover from overheating.**

The Hockey Star's Stinky Glove Launcher isn't as useful as the ability to freeze the enemy in place as the Goalie Star, it still maintains an impressive rate of fire that can bring down any plant foolish enough to be caught out in the open.

Rugby Star

The Rugby Star dreams of being permanently stuck in a scrum. It's the closest thing he's found to the smell of brainz.

Primary Weapon: Rapid Fire Rugby Launcher

Available Upgrades

- **Longer-Lasting Rugby Supply: A supply of rugby balls has been received—what good fortune!**
- **Scrum-Tested Rugby Balls: These Scrum-Tested Rugby Balls are quite good and will help deal extra damage.**
- **Zomboss-Enhanced Heat Sink: The Zomboss-Enhanced Heat Sink reduces venting time when overheating. Comes with a Zomboss guarantee.**

What the Rugby Star lacks in accuracy found in other All-Star Variants, it more than makes up for it with its brutally powerful primary weapon. Direct hits are devastating, but it's possible to take down whole groups of plants by taking advantage of the splash damage caused by each exploding rugby ball. No All-Star is better in a scrum than the Rugby Star!

All-Star Hats

All-Star Facial Hair

All-Star Accessories

All-Star Gestures

All-Star Weapon Skins

Zombies

Spawnable Zombies

In the Gardens and Graveyards game mode, zombie players can summon AI-controlled allies to help in overwhelming plant defenses and reaching their Gardens. You earn zombies to summon by spending Gold in the Sticker Shop on the various sticker packs, with some zombies being more rare than others.

Browncoat Zombie

Attacks plants and Gardens with a zombie munch attack. Browncoats are not particularly bright or effective on their own. If you want to make them useful, they need to have your backup, or the backup of other zombie minions.

Conehead Zombie

Has slightly more health than the standard zombie Browncoat. As with the standard Browncoat, a Conehead Zombie is not effective without support. It can take a bigger beating, which can help it in reaching a Garden.

Buckethead Zombie

Highest health of all non-shielded Browncoat Zombies. Expect the plants to break out their bigger guns if you send a mass of Buckethead Zombies their way.

Flag Zombie

His brainz flag gives a speed boost to all AI zombies around him. This zombie is great to have among other slower-moving AI zombies, such as the Coffin and Outhouse Zombies.

Newspaper Zombie

Uses his newspaper as a shield to absorb incoming fire. This is the first of the zombies that come with additional protection before they can finally be hurt and vanquished. Attacks from the front are less potent until the newspaper is destroyed. Destroying the newspaper enrages the zombie, and grants him a movement speed increase.

Screen Door Zombie

Shields himself from the enemy with his sturdy screen door. The Screen Door Zombie is able to take a lot more damage from the front before succumbing to the plant menace. A good balance between durability and speed.

Coffin Zombie

One of the most heavily armored zombies, but has trouble seeing where he's going. The Coffin Zombie will eventually reach a Garden, but will also take a while getting there. He can absorb absurd levels of punishment before getting taken down.

Outhouse Zombie

Uses an outhouse to shield himself from attacks, and has other unmentionable benefits too! Consider the Outhouse Zombie to be a slightly slower, more heavily armored Coffin Zombie. Don't get so distracted by these guys that you miss faster moving threats!

Exploding Imp

He is very excited to have the opportunity to run and explode. These imps charge directly at plants most of the time, but they're just as happy to make the direct assault on the Gardens they protect. However, it doesn't take much to set off their explosives before they can reach their targets. It's best to try and sneak them in while the plant defenders are preoccupied by other zombies.

The Sticker Shop

Introduction

After every round of Team Vanquish, every game of Gardens and Graveyards, and every heroic last stand in Garden Ops, players earn PvZ coins. These coins can be used at the Sticker Shop, an in-game store that lets players purchase sticker packs. These packs include consumable items to help keep players in the fight during Garden Ops, Potted Plants, Summonable Zombies, weapon upgrades, character customizations, and even unlockable character Class Variants.

The Sticker Packs

Sticker packs are acquired by two means: purchased through the Sticker Shop and rewarded by completing rounds within the three multiplayer game types.

Reinforcements Pack

Run out of Potted Plants? Need some zombie friends to summon? No problem! This pack guarantees five consumable items that can help you in your fight.

Super Duper Pack

This Super Duper Pack of five items is a mix of both customization items and consumable items. Guaranteed to have at least one Uncommon item.

Craaazy Pack

This Craaazy Pack of seven items contains a good mix of customization items and consumable items. Guaranteed to have at least one Rare item and a high likelihood of a Rare character piece.

Spectacular Character Pack

This spectacular pack contains five items and all or some are guaranteed to unlock a Rare or Super Rare character. Any remaining items are gravy salad!

Supremium Pack

The Supremium Pack contains nine items, with a high likelihood of character items and weapon upgrades. Guaranteed at least one Super Rare item and has the best likelihood of a Super Rare character piece.

Friendly Welcome Pack

Crazy Dave has donated this helpful pack of whatnots to help your cause. (Free one-time use.)

Brainz Pack for Zombies

My zombie friends! I come with gifts. Gifts that will help you get me BRAIIINZ!! (Free one-time use.)

Character-Specific Level-Up Packs

Character-specific packs are awarded to players after they complete enough challenges to level up a Class. All eight Classes in the game can earn these packs, and they affect all Variants within a given Class.

What's in the Packs?!

When you purchase a *Plants vs. Zombies Garden Warfare* pack, you receive certain items depending upon what type of pack you purchase. Packs may include a combination of consumable items, customization items, character pieces, and weapon upgrades. Character pieces and weapon upgrades, however, will never show up in a Reinforcement Pack or a Super Duper Pack. In addition, each item is classified as Common, Uncommon, Rare, or Super Rare. Some Rare and Super Rare items provide game advantages, such as faster reload times, damage increases, and new characters and weapons.

Note

There is no guarantee that a pack will contain the specific item you are looking for.

Consumable Items

Consumables are items that you use up as you activate them. Once you have used a consumable, it's gone. Consumable items can be Common, Uncommon, Rare, and Super Rare. Here are some examples of consumable items.

- **Garden Ops Self Revive:**A Self Revive allows you to revive yourself instantly, instead of waiting for an ally to revive you. You can use only a limited number of Self Revive consumables in a single game session.
- **Garden Ops Team Retry:**If your team loses Garden Ops, you can use this consumable to restart your team at the beginning of the last wave of zombies and give it another go. Only a limited number of Team Retry consumables can be used in a session.
- **Potted Plant Consumables:**There are many different types of plants that can be grown in empty pots. These plants will help defend your Garden from the zombies. Each time you plant a pot, you consume one of that plant type.
- **Summon Zombie Consumables:**Zombies come in many shapes and sizes. Some are armored; others are fast and agile; some even explode! Zombies can be summoned at grave dirt piles in Gardens and Graveyards mode to fight until vanquished. Each time you summon a zombie, you consume one of that zombie type.
- **Skip Challenge Star:**This consumable item allows you automatically to complete a challenge for any plant or zombie character, instantly beating that star challenge.

Customization Items

Customization items let you make your characters unique. Customization items can be Common, Uncommon, Rare, and Super Rare. When you get a customization item in a *Plants vs. Zombies Garden Warfare* pack, it's in your inventory for as long as you keep playing the game. Simple as that. You can apply customization items to your characters through the customization menu in the game. Some examples of the cool customization items include...

- **Organics:**Plants sometimes come with strange growths.
- **Weapon Skins:**Once a zombie character has all three weapon upgrades, you can start to style out its weapon with cool new weapon skins.
- **Gestures:**Gestures are special dance moves and taunts that can be played to poke fun at your most recent vanquish. For full effect, time a gesture so you use your taunt right after you've downed your latest victim.
- **Hats:**Dive into customizing your characters by putting hats you've collected on their heads. (Where else would they go?)
- **Accessories:**Accessorize your characters! Accessories range from eyewear to face masks, and even things that go up your nose.
- **Facial Hair:**Only zombies can grow facial hair!
- **Tattoos:**Plants come in a variety of different patterns. Build up your tattoo collection and bring out the uniqueness of your plants.

Characters and Weapon Upgrades

Certain character pieces and weapon upgrades come in Rare and Super Rare.

- **Characters:**There are special unlockable characters in *Plants vs. Zombies Garden Warfare*. An unlockable character can be acquired by unlocking five character pieces, such as an image of that character's arm or leg, in game packs. As you acquire the character's images, you fill out the image of the character in the sticker book and unlock it for play. Character pieces come in Rare and Super Rare.
- **Weapon Upgrades:**Each plant character or zombie weapon has three upgrades which will boost its stats and help make it stronger in the fight. Weapon upgrades come in Rare and Super Rare. An example of such a weapon upgrade is a Zomboss Rapid Reloader, which allows a character to reload its weapon with ammunition faster than it could before.

The Sticker Book

The sticker book is your in-game stat tracker, which lets you know how well you are playing a given Class or Variant. At first, you'll be limited to the eight starting Classes. However, over time, and copious numbers of purchased sticker packs, you will unlock extra Class Variants. It takes more than one sticker to unlock a Class Variant, but the sticker book will help track your progress toward unlocking them.

Gardens and Graveyards

Introduction

It's all-out battle between the plants and the zombies for all of Suburbia, and you're the one in control! As the plants, players will want to protect their Gardens from the oncoming zombie hordes for a specific amount of time. Meanwhile, those who play as the zombies will want to do whatever they can to capture every Garden objective, and in the end, a highly defended plant stronghold. Whether you're playing offense or defense, you'll have to use every clean *and*dirty trick in the book to achieve victory! (Don't worry, the other side will too.)

On "Classic" Game Modes

The Team Vanquish, Gardens and Graveyards, and Co-op modes can be played online in Classic Mode. This mode allows stock characters only, no customization or upgrades. Teamwork becomes more important on Classic setting, as individual players will not be as strong as they can be with upgrades. If you don't work together, you won't be able to vanquish your foes as quickly, and you'll have more trouble accomplishing any objectives.

Gardens and Graveyards

The Most Glorious Gardens and Graveyards Primer

When playing Gardens and Graveyards as either plants or zombies, there are some good rules to keep in mind at all times:

Plants

- **Run Out the Clock:** The clock is your key to victory. Simply put, if the time runs out, you win and the zombies are routed. You're going to want to pull out all the stops and do everything you can to stall a zombie takeover. Make sure your defenses are always firing, make sure you're always using the right Class to counter different zombie types, and keep your perimeter as secure as possible. Don't give those zombies an inch. If there are zombies in your Garden when the timer runs out, then the round goes into overtime, giving the zombies one last chance to capture it! Vanquish all of them to make sure your Garden remains free. This fortunately is not a factor when defending your final strongholds.

- **Always Keep an Eye on Your Garden:** While it's tempting to expand your scope of defense, keep in mind that your first and highest priority is and always will be your Garden. If the zombies take over all of your Gardens and accomplish all of their objectives, then the plants have lost entirely. Even if you have a large number of teammates to go around, it's best to maintain sight of your ultimate purpose. As plants, you're on the defensive. Wrap your strategies around this. Spawn Potted Plants to use as defense and an early warning system whenever you can.

- **Defend from the High Ground:** Find every high point you can on your map and exploit it like crazy. Peashooters are especially useful here with the high jumping abilities granted to them by Hyper, but if you can find a high point that's reachable by a sniping Cactus Class, then so much the better. High points are always great in games such as this, but in this case they have the benefit of allowing you to keep an eye on your Garden—and as we've just established, that's one of the best things you can do as a plant.

Zombies

- **Ambush:** Plants are going to be on the defensive all the time, and watching their Gardens like hawks. One of the best ways to break their ranks and gain the upper hand is to catch them off guard. Study where they've holed up, choose the correct Classes to deal with them, and execute your plan with precision—preferably from a distance or directions they won't see you coming from.

- **Overwhelm:** Once you've caught them off-guard (or if you just don't have the subtlety for doing so—don't worry, it's okay), you can go for taking over the plants and their Garden with superior numbers and firepower. Take note of all of your Zombot Turrets and Spawnable Zombies, and use them to create hot spots for plants and to bolster your own ranks. Use Drones from your Engineers to call in airstrikes, build Teleporters to give your troops rally points close to your objectives, and charge bunches of your forces into any weaker spots in plant defenses that you see. In other words, give 'em all you've got!

- **Outsmart:** This ties in with ambushing, but it bears mentioning separately. As zombies, you're going to want to know your map arguably even more so than the plants, because any hole in their tightly knit defense is a path to victory. Look for underpasses, back alleys, hidden passages that only super-jumping Foot Soldiers can get to, any place where plants aren't looking, and exploit them to their fullest!

Both

- **Use the Right Class and Variant:** This rule is all-important. As with the other game modes, you're going to want to change the makeup of your team depending on which plants are defending at the time, and which map you're playing on. This is especially important in Gardens and Graveyards, as the layout of the map changes often. If you're working with a group of allies and notice you're light on healing, let your buddies know, and offer to switch over to Sunflower or Scientist. If you're finding yourself fighting at long ranges, choose a Class Variant that excels at those distances. Make sure to give your Engineers and Cacti proper backup. In all, you're going to want to keep thinking on the fly and use all of the plants' and zombies' tools at your disposal to either pierce defenses or form a tight wall against all comers.

Gardens and Graveyards Maps

Wall-nut Hills

The zombies just found out about Crazy Dave's sweet mansion and want to take it over. If the plants can't stop them, Crazy Dave will be living on the streets!

Phase 1: Backyard

Points of Interest

[1] Zombies: This is the area where you will start out, and it's where you're going to want to bolster your ranks as fast as possible using Spawnable Zombies. Fortunately, Spawnables are all over the place here, which makes this a relatively easy task. This is also where you're going to want to keep track of your teammates' Classes and form strategies based on who you have on the field. Simply put, strategize and prepare here while keeping out any pesky plants that try to overstep their bounds.

Plants: You and your Garden are not far away from this area, so watch it closely! As mentioned above, this is where the zombies are going to have their huddles before charging out onto your Garden, and you want to be prepared for anything.

[2] Zombies: A decent flanking point can be found to the west of the house. If you can keep the plants busy such that you can sneak some zombies past, you can come at the their Garden from behind.

Plants: This is another area you're going to want to watch closely to prevent being flanked by zombies. The nearby wall is a double-edged sword; while it can make life hard for zombies trying to take the direct approach, it can also make them tougher for you to see.

[3] Zombies: This is another excellent flanking point, using largely the same principles as in [2] above.

Plants: This is another possible flanking point to watch, for the same reasons as [2] above. Don't let the zombies get the drop on you!

[4] Zombies: This is where most of your sneak attacks are going to come from. Familiarize yourself with the street behind the plants' Garden, and make note of the holes in the walls and fences. If you manage to grab the upper hand in this area, bring a Scientist and use his Zombie Heal Station to allow your ranks to be replenished and flourish, allowing you to set up pincer maneuvers.

Plants: It is imperative that you always watch your backs, and as you can see, this area has a lot of back to cover! If you can, always have some scouts waiting in the rear ranks to take out zombies before they reach this vulnerable area.

[5] Plants: This is your Garden for the area, and while it's not too tough to keep defended, it has a lot of open areas that require your attention. You're going to want to make sure no zombies leak to the extreme right or left, mainly so that they don't reach the rear and sandwich you. The garage to the west is a handy cover spot that lets you see both the front and back. Choose some Spawnable Plants with long-range capabilities to round out your defense.

Phase 2: Tree House

Points of Interest

[1] Zombies: Near one of your Teleporters is a good place get a good view of the road and fire your weaponry from easy cover. Sadly, sniping maneuvers will be made tough, due to the vehicles in the way of your line of sight, but you can still catch any wandering plants unawares.

Plants: If you can keep the pressure on the zombies here, you'll force them to guess at your position and run blindly into the open to escape your assault, making them even easier prey. Make sure to still keep an eye on your Garden!

[2] Zombies: Approaching from this direction will allow you to come at the Garden from a closer angle, while still not approaching it head-on.

[3] Zombies: Much like [2], this way will allow you to approach the Garden at an odd angle, and the vehicles that were once visual obstructions now provide a good deal of cover. However, keep in mind that you'll be open if you take the road path, while the path through the housing will make it harder to keep your bearings until you reach the Garden itself.

Plants: This area, as well as [2], are good places to set up traps and mines with Chompers and Cacti. zombies looking for a quick win will be approaching from both of these directions, so be sure to prepare yourselves and your territory.

[4] Plants: The titular tree house is one of the cornerstones of your defense. It provides an excellent lookout point covering a good deal of [2] and [3], which can free up some plants to look out for your flank. Get some scouts and a sniping unit up here, and you'll have a much easier time.

Zombies: The tree house is going to make life tough for you, and it's why taking the back ways through shrubbery and houses can sometimes be preferable to approaching from the road. There is a bright spot, however: if you manage to take the tree house for yourselves, you have the opportunity to render the plants near-helpless! Use air support to try and take out any plants holing up in here ASAP.

[5] Zombies: Taking the long way around will allow you to more easily approach the Garden from behind. However, be mindful of the lessened amount of cover when making the journey.

Plants: Be sure to watch this area, as it's both open and one of your vulnerable spots.

[6] Plants: After the relative ease of the first Garden, this is your first true defense test. You're given a few good places to provide aerial defense and ground cover, such as the garage and tree house, but otherwise you're going to have to deal with sneak attacks from all directions. Once again, ranged Spawnable Plants are a good idea, though you might want to switch to some close-ranged ones near the front of the house, depending on the situation. Finally, this is a good place to set up traps and mines to make life harder for zombies either trying to march up roads or take out-of-the-way paths to your Garden. Good luck!

Phase 3: Playground

Points of Interest

[1] Zombies: The playground lives up to its name, as it contains all sorts of nifty structures with which to engage in battle! The walkway here allows you to menace plants from a distance and provide cover for zombies taking the low road. It even has a small bit of cover to make your troops placed here a tougher target. However, keep in mind that due to its distance from the Garden proper, it's not quite viable for launching a siege all by itself. Still, it makes for great support.

[2] Plants: Don't worry, you also get your own playthings! The slide and platforms here are teeming with areas for you and yours to mount a stable forward defense! Place lookouts and snipers in the holes in the slide, and use the raised platforms to look over the Garden and keep an eye out for any pesky zombies across the street. Use the myriad pathways to keep yourself mobile while also remaining above ground level.

[3] Zombies: Feel like taking a road trip? Making the trek all the way back here can allow you to attempt to take on the massive battlement that the plants will undoubtedly have control of. This isn't an easy task, however, and should only be taken on if you have several teammates at your disposal.

[4] Zombies: This is going to be one of the areas where you come from to take the plants head-on. The raised walls make it a little tough to get around, but on the plus side, they provide excellent cover.

Plants: Oddly enough, this is going to be another place to watch out for. Zombies can both pop out of here and rush you or try to weave around the raised pathways unseen for a flanking. Keep your eyes peeled.

[5] Zombies: This is going to be another one of your linchpin areas. Take it early on and you'll have a nice, open battlefield with Spawnable support, and a decent amount of places to take the high ground. Use the small building to mount a raised assault, though keep in mind it doesn't provide nearly as much cover as the playground structure across the street. This is a good step to taking the plants' key structures in general.

Plants: This isn't too tough of a place to defend, but you're going to have to watch out for attacks here a *lot* due to the amount of Spawnable Zombies and the odd angle from your main Garden. Either take it for yourself early on, or establish a perimeter. Traps and mines also work well here.

[6] Plants: After the craziness that was the tree house, it's nice to have a Garden with actual defenses behind and around it! However, you do have a lot more ground to defend against. Use the tactics described in the points above, while also keeping in mind that more structures mean less visibility. Don't hole up in too many places trying to play it safe only to never see the enemy until it's too late!

Phase 4: Cul-de-Sac

Points of Interest

[1] Zombies: This is a good area to mount a strategic assault against the Garden—it's at an odd angle, and coming from this direction in particular won't run you up against as much of the cover around the plants' Garden. Use the house for air support if at all possible. That said, you have the plants surrounded from nearly every angle on this section of the map, so you can also use the housing to hide your movements. Take your time and strategize exactly how and where you want to make your approach. You have the power here.

[2] Zombies: The open rear and sides are completely viable places to attack the Garden from. They're situated more closely to the plants' Spawnables, but if you can take those out, you can cripple a vital part of their defenses! Consider striking from above with the Engineer's Drones as well.

[3] Plants: Hope you enjoyed the playground, because you're now in for the test of your lives! Your Garden is surrounded with lots of open space and hedge cover. The zombies will be coming, and they can come from anywhere. Your Spawnable Plants are placed in good spots for coverage, and you may wish to use close-range ones due to all the cover around you.

Plants: If you have the forces to spare, spread out a bit to make your perimeter safer and cut off any zombie you can at the pass—the last thing you want is to be holed in next to your tree! The good thing about the cover around the Garden, however, is that the hedges and fences will force incoming zombies to bunch up. Use weapons with area-of-effect as well as all of the static defenses you can!

Phase 5: Estate

Points of Interest

[1] Zombies: The estate has several viable areas from which to mount an approach. This should be one of the last ones you use. Hold off on the direct frontal until it's safe—not only does the pathway also bunch up your zombies, but there are also Spawnable Plants in your path. That said, once you've weakened the plants' defenses a bit, marching up the front gate with strength in numbers to claim victory is utterly satisfying.

[2] Zombies: This is a better place to strike from, and one of your Teleporters may well lead here. However, keep in mind that the long and high walls, as well as the Spawnable Plants, mean that the plants will be better prepared for your arrival. You may want to overcome the Spawnable Plants and pour in the eastern path that the map gives you, or be prepared to take the long way around. Spawnable Zombies can help with the direct approach.

[3] Zombies: This is an even better place to approach since there are no Spawnable Plants around and a wider area to walk through. You may have noticed by now that this place is full of walls and only gives you a few narrow places to approach on foot. Consider using aerial attacks, and use some of the Spawnable Zombies found here for support.

[4] Plants: You have a golden opportunity here in the form of the estate itself. Climb up the back steps to give yourself a view of nearly the entire area! Keep spotters up here to alert your teammates of approaching zombies, and don't hesitate to use the easy high ground to provide defensive fire. Don't put all of your eggs in this basket, however—you'll still need forces on the ground!

[5] Plants: After the nightmare that was the cul-de-sac, the estate overall cuts you a break. It's fortified by way of the narrow paths seen in [1], [2], and [3], and the easy high ground in [4]. Really, the only strategy here is to not rest on your laurels. Faced with the first of this map's true strongholds, zombies will get crafty with their powers and air support (watch out for Warping Scientists and Engineers' Drones). Still, this is one of the easier few minutes you'll spend defending a Garden.

Phase 6: Pool

Points of Interest

[1] Zombies: The Pool itself is going to be one of those hotly contested areas, where firefights are long and brutal. Sneak attacks from the side can help, but this is actually one of those times when simply overwhelming with superior numbers and firepower can well win the day. There isn't a whole lot of ground to cover between here and the plants' Garden, so consider simply sticking it out if you have the troops. Consider bringing as many Spawnable Zombies as possible to seal the deal.

Plants: You're going to be doing a lot of shooting here, no two ways about it. Use mines and traps to make life easier for yourself, as well as power weapons and ammunition with area-of-effect properties. Keep eyes on all directions, but especially be ready for the inevitable frontal assault.

[2] Zombies: In your battle for the pool, this area is actually one of your best friends. Plant defenses around it are more spread out, and the path is wider as well to allow your zombies to mount varied attacks without being bunched up. Be mindful of aerial defenses, but otherwise, this is a good place to back up a frontal pool assault.

[3] Plants: This area is both a good place to catch a breather and find some high ground. Enterprising zombies might try to take the long road and take it over. Whatever you do, don't let that happen.

[4] Plants: The back area in [3] contains steps that lead up to a small house that allows you to look over the area. Be sure to bring forces up here to give your ground troops a break. Given the short range between here, your Garden, and the pool itself, sniper Classes aren't necessarily required to mount a good defense.

[5] Plants: As mentioned in [1], get ready to do a lot of shooting. You're in almost the same sort of close quarters as the cul-de-sac, except the odds are a little more balanced in your favor. Keep your eyes peeled mainly on the front and sides, but make sure to also watch your rear—you depend on it for your best defensive strategies here. Use a mix of ranged and in-close Spawnable Plants. The key word here is versatility.

Phase 7: Crazy Dave's Mansion

Points of Interest

[1] Zombies: Crazy Dave doesn't want you in his house—end of story. It's a long road to reach it, and most of the way there is blocked by Wall-nut Cannons, whose explosive ammunition can vanquish you with one hit! You've got your work cut out for you!

[2] [3] Zombies: The very first thing to do is make a clean break for either of the sides of the walkway. Once you reach it, you'll be safe from exploding potatoes for a time, and can make your way up to where a Teleporter will hopefully be waiting depending on which side you've chosen.

[4] Zombies: Activate your Teleporter, wherever it may be, and this mission becomes much easier because it'll allow you to bypass the main walkway. Consider this to be your first main objective.

Plants: Simply put, if the zombies activate their Teleporters, they'll have a much, much easier go of this place. Consider sparing troops to patrol them so that this doesn't happen.

[5] Zombies: The Wall-nut Cannons can take a boatload of punishment, but they can be defeated with enough concentrated firepower. It is entirely your choice if you want to try and make life easier for your fellow zombies, or simply go around them and rush for the objective.

[6] Zombies: If you do want to simply go around the Wall-nut Cannons, wait until you've got a Teleporter built, the run up the sides and behind. If you want, you can also try and get in some potshots at the cannons, but odds are you'll have actual plant players gunning for you at this point, so don't sweat things too much if you can't.

[7] Plants: Use the stairs lining the mansion to reach the upper floor and give yourself a view of the entire courtyard. From here, follow your instincts.

[8] Plants: You're going to be doing a lot of shooting here, and quite frankly, you want to! Once reaching this area, zombies don't have far to go, so pull out every stop you can! Use the open area and the high ground afforded in [7] to your advantage.

Zombies: You're almost there! Your main objective is to get five zombies through the front door of Crazy Dave's mansion. These zombies can be you, your teammates, or even Spawnable Zombies! If you and your teammates pass through the door, you'll also respawn back at the entrance for another run at the gauntlet. Depending on how the plants' defenses are set up, it may be viable to simply rush for the door with your speediest units.

Gardens and Graveyards Maps

Driftwood Shores

The Mega Flower is the guardian of the coast and the zombies are trying to destroy it! Will the plants be able to stop them?

Phase 1: Zomboss Mountain

Points of Interest

[1] Zombies: It's a ways from Zomboss Mountain proper, but this hidden tunnel is one of the better ways to mount an assault on the plants' Garden. Follow it until it leads you straight to where you can see it, and summon a Spawnable Zombie while you're at it!

Plants: Every once in a while you're going to see zombies try and attack from this point, and you won't be able to directly reach them. Keep an eye out in that direction and get ready to disable them from a distance, since attempting to take the area for yourself can be quite the chore.

[2] Zombies: You're going to want to get this place fortified early—it can teach the plants early on to know that their place is with the Garden, and nowhere outside of it. Build and guard those Zomboss Turrets if you can!

Plants: Venture too far out of your comfort zone and you'll encounter heavy zombie resistance, likely complete with Zomboss Turrets, which can create a real hot zone. Stay away unless you have huge numbers—and if you do have huge numbers, they're still arguably better off being used to fortify your Garden.

[3] Plants: The good thing about the approaching walkways to your Garden is that most of them are straight bridges, making any marching zombies much easier targets. That said, still keep an eye out for air units and fire.

[4] Plants: This one's a little trickier than [3]; you still have the straight bridge to your base, but you also have an underpass with steps to worry about, meaning some zombies can pop up under what you might consider to be ground level. Consider watching one while laying static defenses on the other to alert you.

Zombies: If you can do it, this is the better way to approach the plants' Garden. You have more cover on the upper bridge, and a lower underpass with which to launch sneaky attacks. That said, you may end up splitting your forces temporarily to make your assault effective, leading to a risk-vs.-reward scenario. Make sure your forces on one end aren't crippled—this can easily render your mission a failure.

[5] Plants: The rear of the Garden provides good defensive high ground, and it's more accessible to most Classes.

[6] Plants: The eastern end of the Garden also provides decent defensive high ground. Use Peashooters with Hyper for easiest access.

[7] Plants: This Garden should set the pace for the type of opposition you'll face on Driftwood Shores: attacks from all sides, above, and sometimes even below! Get a feel for creating wide areas of defense that cover an entire circular perimeter. Ranged Spawnable Plants work well here, and there's high ground behind the Garden for you to use. The zombies only have a semicircle to work with, while you have the others, so as long as you make sure to cover your weak points, you'll be well suited for this defense. Try not to go too far out of your sphere of influence, as the zombies have the outer areas pretty much covered—this is their mountain, after all.

[8][9] Zombies: Want ultimate flanking abilities? The Zomboss Down patch adds two new bridges to this phase. These out-of-the-way bridges lead straight into the heart of the Plants' Garden so you may conquer at will. These are especially great routes for Engineers with their fast-moving Jackhammer ability. Watch out, though—Plants will be watching these bridges extra closely!

Phase 2: Marina

Points of Interest

[1] Zombies: While it's fairly well-fortified, think twice about rushing straight up this area—it's an easy way to get into a long and drawn-out cover firefight, and there are sneakier ways to approach. That said, it's a good place to throw bodies at plants if you're looking to distract or overwhelm.

[2] Zombies: The tower here is a good place to get a high perch to look down on and menace plants. Bring your sniping units. You won't be able to make much of an assault on the base, but you can stop plants trying to venture out of their comfort zone.

Plants: If you make it here, this point works even better for you, as you'll be able to pick off approaching zombies. Teleporters will make it a moot point, though, so you'll have to work fast.

[3] Zombies: This underpass leads to Spawnable Zombies and possibly a Teleporter, and it'll be harder for the plants to see you coming. It's also one of the shorter walks to the actual Garden, though if you check the map, you'll see that that's not quite saying much.

[4] Zombies: This is by far the sneakiest and coolest path you can take on this section of the map. This hidden tunnel leads to a roof that provides an easy view of the Garden, fresh for the sniping, jumping, remote Drone deployment, or whatever trick you can dish out. Do what you will.

[5] Plants: You're going to be looking northeast from your base a lot, and you're going to hate it. It's an incredible access point for zombies, and they'll either jump down from it or be trying to snipe from it constantly. Bring your mines and traps, and keep lookouts trained on that roof at all times.

[6] Plants: This Garden is actually much the same as Zomboss Mountain: A semicircle of brutal assaults to watch out for, from above and slightly below ground level. The area's a little more open this time and the zombies have much better high ground, making this a little tougher. Once again ranged Spawnable Plants are advised, as well as keeping every eye trained on every out-of-the-way spot possible. Most cover on this phase is zombie-controlled as well, though you do have some anchors and anvils to keep you company.

Phase 3: Docks

Points of Interest

[1] Zombies: There aren't too many ways to avoid taking the direct approach on this map, but the steps at ground level in this phase allow you to keep your zombies hidden under the docks for as long as possible before you're ready to make your move. Consider staying at ground level to launch Drones as well.

[2] Zombies: Accessible from on one of the stairways in [1] as well as one of the Teleporters, this is the other good way to flank the Garden.

[3] Zombies: Given an on-foot approach, there's little way the enemy won't see you coming. However, the docks themselves provide several good perches from which to mount a long-range assault to the Garden. The buildings give good cover as well.

[4] Plants: An easy-to-defend rear and sides, combined with close quarters for your Garden, means you'll have a much easier time of this than in the first two phases. It's actually a good idea to spread out your sphere of influence slightly so that zombies don't get a chance to overpopulate. As you do so, watch out for attacks from above and behind from units with high-jumping capabilities. In all, consider this the calm before the storm; the Castle gets absolutely crazy!

Phase 4: Castle

Points of Interest

[1] Zombies: There's just one word to describe the beach—madness. It's a massive battlefield with flimsy cover and you'll have to trudge through it to make it to the castle. However, for much of while you're out in the open, you're sitting ducks for the plants unless you exercise smart team interplay with your units. Do so.

Plants: If at all possible, get out here and stop the zombies from gaining as much ground as you can. If you don't, they can weed through the castle and make your life miserable.

[2] Zombies: This cave leads directly to one of the Castle's towers, and some excellent infiltration and sniping areas, so be sure to direct some zombies here. There's a chance that a Teleporter will lead here as well, making this tactic all the more accessible.

[3] Zombies: Storming the front of the castle isn't as bad an idea as you might think, but go for the sides as much as possible first.

[4] Zombies: Case in point: this side entrance leads upward and ever closer to a great spot overlooking the plants' Garden. Expect plants to defend it with their lives.

[5] Zombies: Accessible from [2], this perch will likely have plants trying to stop you from a distance. If you can, take it from them and provide your fellow zombies with your own long-range support. Watch out for plant reinforcements, though.

[6] Zombies: While [7] is a better assault point overall, this is a good place to get the jump on the Garden, and a little easier to access since it doesn't involve running up the front entrance of the castle first.

Plants: This isn't actually a bad spot to counter against zombies trying to bring destruction to your Garden from above and the other side. This close to your Garden you're going to want any elevation you can, and this along with [7] are the best you're going to get.

[7] Zombies: [4] leads here. You want to be here. It's an incredible lookout over the Garden, and you want to be able to assault it from here at your leisure.

Plants: You absolutely do not want zombies to be here, so keep an eye here whenever you can, and consider sending troops to the side entrance accessible at [4] to stop that from happening.

[8] Plants: You're going to want to take this fight to the enemy, no questions asked. There are too many places where zombies can be allowed to maintain a foothold and utterly cripple your defenses and your Garden. The more players you have on your team to spare, the better. Go for the beach first and try to hold them off there, and also get them at any of their lookout and sniping points. You don't want any of them getting through, because as you can see here, even your Garden has perches that are more advantageous to them than you. Fall back as slowly as possible if you find yourself being overwhelmed, but keep in mind at all times that your objective is to run out the clock. The defensive game only gets more dire from here, so be sure to practice.

Phase 5: Pirate Ships

Points of Interest

[1] [2] Zombies: Are you daring and adventurous? Then you're going to love this phase. This is one of a few points where it's possible to jump on the masts of the ships and walk around up high. Use this knowledge to keep the ships under your control and the plants pinned to their Garden area while you roam free.

[3] Zombies: The base of the blue boat contains a great place to hole up and strategize on your way to the Garden. It's also hard for plants to see from their starting point.

[4] Zombies: The main decks of the ships will likely see heavy fighting, and you should do your best to keep control of them due to the advantageous masts, and the good lookout that they provide over the plants' Garden.

[5] Zombies: To the east of the ships is a building that makes for an easy vantage point over the Garden. If your Teleporter leads here, then so much the better. Fortify the area and go to town.

[6] Zombies: To the extreme west is a hard-to-see, out-of-the-way path that leads to the side of the Garden. The doorway is narrow but also provides good cover, so you can use this to either shuttle zombies directly to the Garden, or menace plants from a distance.

[7] Plants: This one picture should show you just how dire your situation is. Your trouble isn't as multilayered as it was in the castle, but it's far more direct. If the zombies are allowed to have their way, then they'll have two cases of extreme high ground pointed right at your doorstep, plus one to the side. Use ranged Spawnable Plants and do everything you can to keep them at bay, even if it means boarding the ships themselves and doing what you can (such as firing at the masts) to keep them under your control. Use the cover behind your Garden to fortify your defenses from a distance with sniping and long-range fire units. Sadly, fans of Chompers will find themselves of lessened usefulness here due to the many raised platforms around.

Phase 6: Lighthouse

Points of Interest

[1] Zombies: Once you've claimed the pirate ships, head beyond to the nearby cannons. When ready, launch yourself across the islands! Steer your zombie around the shots that the plants will be firing from their own cannons on the island! Make it across, and the Mega Flower awaits....

[2] Zombies: For the most part, this is a good path to use to stay out of the way and reach the base; the trouble is that pesky lookout area in [3]. You'll have to keep it occupied.

[3] Plants: Not only is the high road a good point to see zombies coming, but the flowers here act as player-controlled cannons to shoot down zombies approaching from the previous island. Use them to their fullest to protect that Mega Flower!

Zombies: Meanwhile, you're going to want to rush to the low road to protect yourself from plant fire, and to gain direct access to the Mega Flower's core. Don't waste time!

[4] Zombies: Everything that applies to [2] applies here as well; however, since this path's a little lower to the ground, it'll be a bit of an easier time. Use this one if you can.

[5] Plants: Your stronghold is well-fortified, and contains steps for easy transport between floors. You'll want to be shuttling units back and forth, up and down steps, to keep it clear of zombie riffraff. Since quarters are close, go for close-range Spawnable Plants.

[6] [7] Zombies: If you can make it here, these two side entrances are your best bet for crippling plant defenses before going for the Mega Flower. Doing this will leave the Flower helpless, which is what you want given the time limit—far more efficient than simply throwing bodies at the lighthouse.

[8] Zombies: Your mission is tough and twofold: not only do you need to make it to the Mega Flower unscathed, you're going to do so while bringing your heavy hitters to quickly damage the Mega Flower's yellow cores before time runs out. Bring anything that packs a punch: All-Stars, Tank Commanders, even airstriking Drones. The time for subtlety has passed—the Mega Flower must fall!

Plants: The Mega Flower can take a lot of punishment, but isn't invincible. The base is close quarters and every way in is narrow, making it easy to keep track of incoming zombies and squash them wherever they might show up. Beware of All-Stars, Drones, and heavy artillery–carrying Soldiers such as the Tank Commander, as they can do tons of damage to your forces and the Mega Flower in a hurry.

Gardens and Graveyards Maps

Main Street

The plants have deployed their secret weapon, the TACTICAL CUKE. Can the zombies destroy it before it launches and destroys Zomboss Mountain?

Phase 1: Backyard

Points of Interest

[1] Zombies: The bridge leads straight toward the Garden, and provides ample cover. That said, if you can use the lower bogs around the bridge, try doing so in order to not be as obvious. Spawnable Zombies are spread about the area to make your job a little easier.

[2] Zombies: This small building serves as a good way to stay out of sight while making your way to the Garden, as well as the path to a possible Teleporter.

[3] Zombies: Keep going from [2] (or your Teleporter) to reach a back alley that can allow you to mount an assault on the Garden from the rear. Keep in mind that any plant player worth their salt will be watching this path, and that said path is narrow. Risk and reward.

[4] Plants: This tower is going to be the most-contested part of the map next to the Garden itself. Those who own the tower own the best lookout spot in this phase. It contains multiple levels which allow you to adjust to any situation, and it comes with cover as well. As plants, you should head straight for it and secure it ASAP.

Zombies: It's worth it to fight for the tower for the reasons stated above. That said, keep it second priority to the Garden.

[5] Plants: The key to defending this Garden is to keep a wide view out in front of you, which is easily done if you have control of the tower. Make sure to make constant checks to the side and rear as well, since there are a couple of ways inattentive plants can allow zombies to sneak in from the back. Otherwise, stick to ranged Spawnable Plants and pick off any zombies that come your way, and you shouldn't have a hard time.

Phase 2: Condos

Points of Interest

[1] Zombies: See this long strip of ground leading directly to the Garden? You might see a parking lot; what the plants see, however, is a bowling alley. If you're going to run up the middle, make sure you have a plan to keep your team alive as you do so, and do not overestimate the vehicles and dumpsters when it comes to cover!

Plants: If you see any zombies coming this way, use your perches to let them have it. At the same time, watch your sides to make sure the zombies aren't second-guessing this tactic—they have perches too!

[2] [3] Zombies: Get some Soldier-Class zombies on your team and have them Rocket Jump up to this ledge. It leads to [3], which is a stellar high-assault point on the Garden.

Plants: [3] is one of those windows you're going to have to always watch, since it allows zombies to easily mount an offensive and harass your Garden. Train a teammate on it now and save the headache later.

[4] Zombies: Going through the left parking lot at the start will lead you to this room. Going the left way leads you to [5] for a more frontal assault on the Garden—and also some Spawnable Plant defenses. Watch out!

[5] Zombies: Taking the right path from [4] leads you to the even more preferable rear Garden exit. Flank the plants with ease, without even having to worry about Spawnables.

[6] Zombies: Going to the right of the starting parking lot leads you through a twisting maze, which takes you through a walkway you can use to support zombies running up the middle. However, the more preferable use is to follow it all the way to its end, taking you right to the Garden and an open field to the side of it, where you can gather your forces for a full-on charge.

[7] Plants: At the outset, this looks like an easily defendable Garden; however, a closer look reveals several nooks and crannies that zombies can crawl out of like mice. Make sure to patrol the circular perimeter around your Garden regularly, and even poke your heads into those passages to see what's coming. Don't get caught unawares!

[8][9] Zombies: The Zomboss Down patch adds some extra flanking routes to this phase. Taking the long way around the right-side housing can let you bring your Zombies to distant areas that Plants can barely see for sneak attacks. Better yet, use both the housing and the back route to combine your forces!

Phase 3: Rooftops

Points of Interest

[1] Zombies: Expect massive firefights as soon as you get here. Any smart plants are going to have the high ground already, putting you in a bad position to retaliate. Advice for this area is to get away and get to the sides as soon as possible. The last thing you want to be is fish in a barrel.

Plants: As soon as you see zombies showing up here, make sure they never get past this spot. As mentioned above, you have the high ground, and you should always have a group of plants looking over it, firing when ready.

[2] [3] Zombies: Make your way up the right side to find some Spawnable Zombies and a possible Teleporter. You're going to want to use the passages here to mount your assault now that you're on level with the plants.

[4] Zombies: This is going to be a hotly contested area—if you want to have any hope of easily taking the Garden, then you'll first have to take the place where plants can most easily shoot at you. This is the place.

Plants: You're going to want to protect this area with everything you have, as it's one of the cornerstones of your Garden's defense. Set up mines and traps, and keep shooting zombies on the low ground and the sides to make sure they don't have a chance to come up.

[5] Zombies: This tower is incredibly useful for looking over and assaulting the Garden, and it's easy to get to by running up the left side as quickly as possible.

Plants: This tower isn't quite as useful for your purposes, but you can still use it to guard against zombies running up the middle path—plus you don't want zombies getting hold of this perch anyway.

[6] Zombies: Everything that applies to [5] applies here—more so, actually, since this leads straight to the Garden. If you can make it up here, you've halfway won the battle already.

Plants: More so than [5], you're going to want to make sure no zombies actually get here. This is extremely close to your base, and what's more, it bypasses most of your best defenses.

[7] Plants: Guarding from the front can be a long and protracted battle, but if you don't watch your sides in this phase, things can be over before you have a chance to blink. Spread some of your plants out to watch the entry to the Rooftops, and stop problems before they start.

Phase 4: Burger Joint

Points of Interest

[1] Zombies: Right off the bat, there's a great place that Foot Soldier Zombies can Rocket Jump to in order to more quickly access the Garden.

[2] Zombies: Non-Foot Soldier Zombies will have to take the long way around, but can still remain hidden in alleys.

[3] Zombies: We weren't kidding about alleys in this phase. This one gives you some great options, which we'll cover below.

[4] Zombies: Take the steps from here—you can find some high ground to give you a view of all of the map that matters. Support your zombies who are looking to take the Garden!

[5] Zombies: Meanwhile, keeping straight while looking to the right can reveal alleys which allow you to take the long road toward flanking the Garden.

[6] Zombies: If you want to play the extra-long game, you can go all the way to the very end of the Burger Joint and swing back around. Most plants will be trained to guard the places which take less time for zombies to get to, and this isn't one of them.

[7] Plants: Even if you attempt to spread out on this map, the odds are very much stacked against you. There are just so many alleys and winding paths zombies can take to get to you, from every direction—front, behind, and to the side. Concentrating your defense on the Garden is the advisable tactic, as unless you're playing with a very large squad of plants, there's just no way to cover every possible approach. Go into shooting gallery mode and vanquish all comers! Be sure to keep an extra-watchful eye on the drive-thru!

Phase 5: Taco Restaurant

Points of Interest

[1] Zombies: This building gives you the option to quickly make your way to the Garden, or take a winding path with a more tactical advantage.

[2] Zombies: Going down and taking the sewer eventually leads you to this building, which is an excellent place to gather your forces and plan your assault strategy.

[3] Zombies: Going up the steps from the building reached via [2]'s sewer will lead to this sweet sniping point. Make sure the plants aren't watching!

[4] Zombies: Head in the other direction just before reaching [3] to reach a wide-open factory space where you can mount a larger assault in a larger battlefield. Take advantage of your new rooftop advantage as well!

[5] Zombies: Don't forget about the rear and sides! The rear especially has steps that can take you to the top of the restaurant, where plants will undoubtedly be camping. Cripple their defenses!

[6] Plants: This is one of the cornerstones of your defense and you don't want to let it fall under any circumstances. If you do, you lose tons of aerial mobility and the zombies gain a lookout point right over your Garden. Use the perch to pick off zombies coming from all directions on the ground; meanwhile, watch the rear steps like a hawk, as sneaky zombies will try to make a move on this place from there.

[7] Plants: This is another one of those bases where you'll be set upon by all sides; fortunately, you have much better defensive options than in the previous phase. Use the cover on the ground and the high points in [6] to protect yourself, and if you can spare the troops, head into the zombie shortcut routes to flush them out before they can become a problem.

Phase 6: Hardware Store

Points of Interest

[1] Zombies: These steps lead to a great set of overhead passes that you can trail along and use to give your fellow ground zombies support as you all fight your way up to the Garden.

[2] Zombies: Just like [1], these allow you to have a good lookout point to trail along while your ground forces fight their way up to this Garden.

[3] Zombies: This is the big battlefield. The odds are in your favor given the high walkways and Spawnable Zombies, but keep in mind that the plants are holed up tight, have a wall behind them, and a high perch straight above. Your objective is straightforward, but it won't be easy. Use the cover to inch forward as you let loose with all your firepower!

[4] Plants: The best defense you have is behind your Garden. Head up the walkway to the roof for a great high perch, including one hilarious and useful spot for snipers in the middle of the big billboard.

[5] Plants: You've got good odds here and a straight view of everything that could come your way, but stay ever wary of pincer attacks and multidirectional assaults, due to the high ground afforded to zombies by [1] and [2]. Otherwise, use ranged Spawnable Plants and play a straight defense.

Phase 7: Garden Center

Points of Interest

[1] Zombies: This is the final battleground! Corn Launchers will pepper your approach to the greenhouse with explosive popcorn. You'll have to stay on the move to avoid both them and fire from other plant troops. As usual, sticking to the sides is a very good plan.

[2] Zombies: The eastern steps lead to high ground that you can use to support fellow zombies coming up the battlefield. This is also a pretty good place to deploy some Drones if you've made it this far. Be wary of plant resistance.

Plants: A good way to keep the zombies from taking advantage of the above is to stop them from building their Teleporters. Make this a priority along with protecting the greenhouse.

[3] Zombies: The high ground in [2] also leads to a lookout over the very center of the battlefield for extra support. You can also use this area to try and take out at least one of the Corn Launchers as well; be aware that they'll take lots of punishment before they fall.

[4] Zombies: Made it to the sides? Good! To the west you can slip up the steps and through a passageway overlooking the midway steps and leading you almost right to the greenhouse, where your true objective lies.

[5] Zombies: This is the passageway that [4] leads to. Use this for extra support for the zombies that made it past the initial bombardment battlefield.

[6] Zombies: If at all possible, try to make it here with a team! There are four pillars where you have to plant Z4 to destroy the base, and having a team close will make it tougher for the plants to pick you off. Planting each explosive will take time.

Plants: If the zombies have made it here, then it's time to give it all you've got! Make sure the zombies don't have time to plant any of their explosives around the base's four pillars.

Co-op Garden Ops

Introduction

Up to four plants online (and two plants in the Xbox One–exclusive split-screen mode) can participate in the valiant defense of a new Garden placed deep inside zombie-held territory. In these Garden Ops, you'll face waves of increasingly challenging zombie hordes. While playing online, you have to survive 10 waves before Crazy Dave will pull your team out of the hot zone in his flying RV.

Note

In split-screen Garden Ops, it's you and a buddy holding out for as long as you can before you're overrun. And you *will* be overrun—it's just a matter of how and when.

Co-op Garden Ops

Garden Ops Game Flow

Garden Ops starts on the Matchmaking main menu. Selecting the Garden Ops option lets you choose public or private games, and four difficulty settings: Easy, Normal, Hard, and CRRRRRAAAZY!! The higher the difficulty setting, the greater your rewards if you succeed! Additionally, you can choose one of five maps, which should seem familiar to those who have played Team Vanquish, as all those maps are repurposed for Garden Ops. Remember, up to four players can play together online, and it's also possible to have players hop in to a game that has already started, if their Matchmaking settings match that game.

Once a game of Garden Ops commences, you must pick one of the four Plant Classes or their Variants. You can switch to a different Class before setting a Garden down. After a Garden is chosen, you're locked to that Class!

Before the actual Garden Op begins, you have to pick a location within a level to actually plant a Garden. Each of the five maps contains three potential Garden locations. Once you plant your Garden, pots where you can grow Potted Plants will appear in the general vicinity of the Garden. You'll have 30 seconds before the first wave to set up any Potted Plants.

Note

Remember, you earn coins as you play multiplayer matches, and you can use these coins in the Sticker Shop to unlock extra characters. You can also win random Potted Plants to use in Garden Ops or Gardens and Graveyards.

Each wave consists of multiple types of zombies thrown your way, from Standard Zombies to Zombie Heroes, to Rare Special Zombies, and even Boss Zombies summoned by the Zomboss Slots. During some waves, you'll receive special challenges, such as hunting down a specific type of zombie (often indicated on your screen with special icons), hunting down Tombstones that are constantly summoning zombies onto the battlefield, defeating Special Zombie waves or Bosses, or surviving a wave with your Garden taking zero damage.

After surviving 10 waves of zombies and protecting your Garden, Crazy Dave will come to your rescue. You're given 1 minute and 35 seconds to cross the map as quickly as possible, fighting off zombies as best you can, and reaching the landing zone where Crazy Dave will eventually pick you up.

As with all other multiplayer modes, you are granted bonus points for vanquishing your enemies. You gain additional points by completing challenges and surviving a full Garden Ops game. You'll also be rewarded bonus Sticker Packs that can provide more Summonable Zombies or Potted Plants, or upgrades and special abilities for your plant and zombie Classes.

Note

In the Xbox One–exclusive split-screen Garden Ops mode, there is no end to the waves of zombies. Your goal here is simply to survive for as long as you possibly can. You will eventually fall to the might of the zombie horde, but you can make them remember the two plants who stood for the Garden and the Suburbia they believed in to the bitter end.

Also, you can make a *ton* of money to use in the Sticker Shop, so that's cool.

Co-op Garden Ops

Common Zombies

Common Zombies aren't the toughest foes on the block, but they make up for it in sheer numbers and persistence. Be careful, as groups of Common Zombies can hide much more serious threats!

Browncoat Zombie

These basic zombie thugs aren't very threatening by themselves, which is why they make up for it by attacking in large numbers. Browncoats are a greater danger to the Garden you're defending. If a Flag Zombie is among them, you can suddenly have a large horde attacking your Garden.

Conehead Zombie

The next step above the basic Browncoat, the Conehead Zombie has some extra protection from its cone.

Buckethead Zombie

Buckethead Zombies are even tougher than Coneheads. If a large swarm of Bucketheads and Coneheads are headed your way, break out the heavier firepower, stat.

Exploding Imp

Exploding Imps fall quickly to a small amount of incoming fire. What makes them scary is that they are single-mindedly determined to explode next to Gardens or plants, and they are very fast on their feet. Some challenges you face in Garden Ops expect you to hold off large swarms of these little guys. If you can catch these Imps in groups, you can easily wipe them out with area-of-effect attacks, as it doesn't take much to vanquish an Imp.

Flag Zombie

Flag Zombies increase the threat of the zombie horde by making all zombies in close proximity move faster. This means that any zombie can get to the Garden that much faster, which makes Flag Zombies a priority target.

Co-op Garden Ops

Shield Zombies

Smarter than the average zombie, these Shield Zombies have decided to improvise special protective equipment from their surroundings. While a newspaper or a screen door aren’t exactly the best shields in the world, they can block critical hits to the zombie’s head. You either must find an opening on the shield, or flank the zombie to score those critical hits. You can also destroy the shield itself.

Newspaper Zombie

The fastest way to eliminate zombies is to aim for the head. These grumps are protecting their heads with a newspaper. Destroying the newspaper will take away this layer of protection, as well as the only way this zombie can keep up with current events. Without the news, this zombie grows angry, attacking nearby plants and charging faster at the Garden. Ideally, you should flank the Newspaper Zombie to score headshots.

Screen Door Zombie

These zombies have acquired a screen door for protection. The quick answer to a Screen Door Zombie is the same as it is with a Newspaper Zombie: flank ’em, and vanquish ’em.

Co-op Garden Ops

Armored Zombies

Armored Zombies are slow, but can withstand a significant amount of punishment before their heavy armor is shattered. Explosives aren't very useful against the armor, but weapons that cause burning, poison, or electric damage can be more effective. Chomper can also use his spike weed to shattered the armor.

Coffin Zombie

Coffin Zombies enjoy protection from nearly every direction, making them harder to defeat. You can still score critical hits by aiming for their eyes, and it's possible to blast their arms or legs, but they still have a lot of health points to burn through before they are vanquished. It's important that they go down quickly, as they can deal a startling amount of damage to plants and Gardens alike.

Outhouse Zombie

Tougher even than the Coffin Zombie, and better protected, Outhouse Zombies can take a lot of damage before they go down. While they share the same vulnerabilities as the Coffin Zombie, and are even a bit slower, Outhouse Zombies are still major threats to Gardens.

Co-op Garden Ops

Hero Zombies

Hero Zombies are basically the Classes you can choose to play as if you've sided with Dr. Zomboss during a Team Vanquish or Gardens and Graveyards game. They are worth more points to defeat than the standard zombies, and for good reason. Once Hero Zombies become a regular part of each wave, your chances for survival start to look very grim.

On top of the standard Hero Zombies, variants of each hero will also make their way to the battlefield, with different primary weapons that will shake up how you'll have to fight them.

Foot Soldier

Foot Soldiers are a massive step up over the variety of Browncoats you'll face. Dangerous from afar, capable of vanquishing a plant in one shot with their ZPG, or weakening defenses with their stink cloud, the Foot Soldiers can change the nature of the battle in moments.

Variants

Engineer

The engineer's greatest threat: a Sonic Grenade, which stuns all plants within a set radius. This ability alone makes the Engineer extremely dangerous, as one grenade can stun four plants if they're all in close proximity. More troublesome is the ability to build Teleporters that bring in zombie reinforcements. If you see an Engineer on his Jackhammer, he's probably about to build a Teleporter.

Variants

Scientist

The Zombie Scientists should be considered targets of the highest priority. Their ability to heal their comrades can be effective at pushing back the toughest plant defenses, while their teleport ability lets them quickly close the distance to make use of their powerful close-range weapons.

Variants

All-Star

All-Stars are surprisingly quick for all the heavy equipment they carry. They can kick Explosive Imps to clear out any Potted Plants you've grown, and their football cannons can lay down withering barrages of fire from afar. All-Stars are also remarkably tough, able to absorb a lot of damage before going down.

Variants

Co-op Garden Ops

Special Zombies

On specific waves in Garden Ops, or in the aftermath of a Zomboss Slots, you might have the misfortune of running into Special Zombies. Tougher than even the Hero Zombies, the Special Zombies will force players to work together in order to contain them.

ZomBomb Gargantuar

ZomBomb Gargantuars advance right for your Garden, with no regard for their own safety. Their only purpose is to go out with the biggest bang possible. These guys must be taken down before they get close to your Garden, otherwise their powerful explosive will cause heavy damage to it!

Backup Dancer

Being a part of the zombie horde hasn't taken away the Backup Dancer's funky moves or his fashion sense. Tough, fast, and stylish to boot, the Backup Dancer is a close-range powerhouse, able to wipe out plants and Potted Plants with amazing dance moves.

Berserker

Berserkers subscribe to one rule: Always Be Charging. Think of these guys as All-Stars without their guns. Things can get very tense if you're facing a Zomboss Slots wave filled with Berserkers—these hard chargers can quickly run roughshod over you.

Co-op Garden Ops

Boss Zombies

Appearing on specific waves of Garden Ops, Boss Zombies are the toughest and meanest foes you'll face in Garden Ops. They're like a force of nature, arriving suddenly, and leaving ruined Gardens and vanquished plants in their wake.

Gargantuar

The Gargantuar wields a power pole as a massive hammer, able to crush plants with vicious melee swipes. The Imp riding on his back acts like a grenade that the Gargantuar can throw at plants. A tank with surprising speed for its size, a Gargantuar must be taken down by the whole team, ideally before it gets too close to a Garden, as it can deal heavy damage before getting vanquished.

Disco Zombie

The Disco Zombie can out-dance anyone, anywhere, at any time. Watch out if the Disco Zombie starts to spin around with his shiny disco ball! This flashy dance move makes it useless to try shooting at him.

Giga-Gargantuar

Take a Gargantuar and his Imp buddy. Make them madder, badder, and crazier than the basic Gargantuar. Add "Giga" to their name, and give them a pair of sweet sunglasses. The Giga-Gargantuar is the biggest threat that the zombies can possibly put on the field. Expect more than a few Garden Ops to end badly when a Giga-Gargantuar arrives on scene. Watch out for their blasts of electricity that they can fire! They deal extreme damage and can almost certainly finish off a weakened plant.

Yeti

Yeti are a chilling presence on the battlefield. They have the ability to cast blasts of freezing wind and ice, able to trap unfortunate plants in place while the rest of the zombie horde runs past or over plants on their way to the Garden. A Yeti can be especially dangerous when working with large groups of zombies. Fight them from afar to avoid getting frozen!

Co-op Garden Ops

Garden Operate with Optimal Operational Capacity

- **Don't Fly Solo**: Work with teammates, if you have them. This mode accepts up to four players for a reason. You can certainly run through lower difficulty settings alone, especially with a leveled-up plant, but you'll do better consistently with backup. This also extends to what you do during an actual game. Running around by yourself on the map, especially during later waves, is asking to get vanquished. If you're too far from backup, they won't be able to revive you.

- **Use Potted Plants**: While they are far from invincible, Potted Plants enhance your defenses significantly. However, you don't start with Potted Plants in your inventory, and it costs time and gold to purchase them from the Sticker Shop. Just because they're an expendable commodity doesn't mean you can't use them.

- **You Need Healing**: You're going to take damage. It's inevitable. You might get lucky during early waves, but when the zombies ramp up their assault, you'll wish you had healing available. Use the Sunflower Potted Plant to support you near the Garden during last-stand situations, play as a Sunflower to heal your allies, or set down a special Heal Flower whenever needed.

- **Choose the Right Class for Your Team**: If you join a Garden Op mid-match, take a look at the team composition before you enter the fray. Do they need the healing support of a Sunflower? Do they need the artillery that a Cactus can call down? Or do they need the frontline prowess that a Chomper or Peashooter can offer?

- **Chomper Has It Rough**: Chomper's ability to vanquish zombies it strikes from behind can be very useful at picking off dangerous zombies, but swarms of Engineers throwing their Megaphones can easily interrupt its Burrow ability. Additionally, Chomper must be up close to the enemy to be effective, which means that it will always be in danger, and almost always be taking damage. While its other abilities are very useful when combined with support from other players, this is not a Class you can easily or safely play solo, much less without attentive healing support from a Sunflower. These challenges do not mean Chomper doesn't have a place in a team—far from it! The ability to vanquish zombies in one bite, especially the Armored and Hero Zombies, can be incredibly useful. However, a Chomper really needs the support of teammates to get zombies to turn their backs to it.

- **Sunflowers Are Not Just Healers**: Just because the Sunflower is more or less the designated healer of a group does not mean it can't fight. Use the Heal Flower to support yourself at the front lines, while tethering a heal beam to your allies as necessary, but don't forget that the Sunflower has its own primary weapon to blast zombies with! If you're well protected, you can also use your powerful rooted ability to burn down the zombies quickly. Just don't ignore your friends in need!

- **Cactus Runs D**: Of all the plant Classes, Cactus is best suited to locking down chokepoints on a map. The Tall-nut Battlements force zombies to blast through them or go around them, helping to block narrow passages, and you can set Potato Mines near them to vanquish melee zombies. Most importantly, the Garlic Drone can wipe out huge groups of zombies over a wide area with its Corn Strike, a good way to eliminate many zombies gathered around a Garden. On top of all this, all Cactus variants are well suited to wiping out basic zombies with well-aimed Critical Hits from very long distance.

- **The Peashooter Roams**: Consider the Peashooter to be the "sweeper" of the plants, able to play many roles as the situation demands. The Hyper ability can help Peashooters get to where they need to be in a hurry, or help flank dangerous groups of zombies. Its Chili Bean Bomb is great in conjunction with chokepoints set up by Cactus Tall-nuts, and if the Peashooter needs to hunker down and deliver pain on a single target in a hurry, the Pea Gatling can do just that.

- **Variants Mix Things Up**: As you play the game and unlock additional Class Variants, you'll find that the differences in their primary weapons can radically alter how you approach battles. For example, an Ice Pea might want to aggressively attack enemies when they fall in range of Potted Plants, in hopes of freezing them in place and letting the little potted buddies get some extra licks in. The Mystic Flower's charged shots might encourage long-range combat. Experiment with the variants you unlock to see how their primary weapons can serve you best.

Garden Ops Maps

Garden Center

Garden Locations

Market Garden

At the center of the Garden Center map is the market Garden, sitting atop the central building of the map. As with all the Garden Ops maps, central Garden locations have a major weakness: zombies can attack from multiple directions. If you set up at the market Garden, you can expect enemies to attack from the park, the warehouse, and the shopping center to the south of the market building.

The saving grace here is that the market Garden is at the top of a building, which can only be accessed by enemies willing to climb the stairs [1] [2] that connect directly to the building, or using the upper-level bridges that can be accessed by other stairways in the alleys [3] [4]. Of course, Foot Soldier Zombies can simply jump up to the market rooftop. Still, the design of this Garden location allows a team of four players to hold down chokepoints with relative ease.

Park Garden

While Gardens' placed at the edges of a map don't have to face pincer assaults to the same extent that central Gardens do, the park Garden here is much easier for the zombies to reach compared to the market Garden, and it can be a lot harder on later waves to set up good chokepoints. There are three general routes zombies can take to reach the Garden.

[5] The first approach is right down the center, to either side of the park fountain. The greatest concentration of Potted Plants are found on this path, which can help tear up incoming zombies while you hold position on the raised seating areas to either side of the path [6].

[7] [8] The northern and southern approaches to the Garden consist of a pair of narrow paths that connect to the main street, and also connect to the central route through the park. Cactus players can do a lot of good by setting up Tall-nut Battlements and Potato Mines on these flanking routes.

Mendoza Garden

This Garden is considerably easier to defend during earlier waves, as there are fewer routes for zombies to take. However, the relatively confined space of this area means that once the zombies do break past your outer defenses, they don't have far to go to reach the Garden.

[9] The south approach to the Garden is the hardest to protect, as it is the largest path the zombies can take. More often than not, disastrous breakthroughs will start from here.

[10] The central approach is narrow enough that two Cactus players can lock it down by themselves with smart Tall-nut and Potato Mine placement. This can slow down the typical zombie wave that attacks through this alley. You can then let other members of the team concentrate on other routes, perhaps leaving one plant on guard duty to work with the Potted Plants you can set in front of the alley.

[11] The northern alley is a bit tougher to defend, and its Potted Plant placement is a bit haphazard. Plants that are guarding this route will likely need to place themselves closer to the alleys around the central market building to intercept zombies before they break through.

Garden Ops Maps

Port Scallywag

Garden Locations

Pirate Ship Garden

Located on the deck of the pirate ship, this Garden can be very tough to hold down, despite having potentially six Potted Plants within close proximity of it. With five gangways [1] leading directly to the ship's deck, there's no way for even a full team of plants to account for them all. The stern of the ship [2] will require regular attention, as there is only one Potted Plant that has a line of sight on any incoming zombies from the nearby gangway.

[3] The lower deck of the ship can be accessed from four different entry points, which makes it tough to hold this area. It's best to use the stairs connecting the lower deck and the upper deck as a chokepoint. Cactus can make that a lot easier to accomplish, but it will likely also be busy trying to handle the enemies coming in from the upper deck's gangways.

Town Market Garden

While it is difficult, even with four plants, to lock down any of the three approaches through the town market leading to the Garden, zombie waves here are much more manageable than they are on the pirate ship. Ideally, you'll be able to react quickly enough to waves of zombies if your team plays far enough forward that they're able to spot what path the zombies are headed toward, and then make a fighting retreat toward the Garden, letting the Potted plants assist you.

[4] The central path to the Garden is a straight shot over from the pirate ship. Faster zombies using this path can reach the Garden quickly, but players can set up more Potted Plants on this route compared to any other. This can take some of the bite out of the zombie offensive.

[5] The northern section of the town market is more narrow than the central path, but it is still large enough that it's tough to lock down in the event of a large zombie rush. More problematic is the relative lack of cover throughout this alley. When enemies with ranged capabilities start showing up regularly, players may find themselves pushed back out of a desire to reach some form of safety.

[6] The alley on the south side of the town market is the smallest of the three main paths. Much like its northern counterpart, cover is somewhat limited, but the narrow passage is perfect for a pair of Cactus Plants to use Tall-nuts to funnel zombies into Potato Mines, or blast groups that are stuck trying to bash through Tall-nuts with the Garlic Drone's Corn Strike.

Castle Courtyard Garden

The castle courtyard Garden has three main approaches, just like the town market Garden. The castle is much smaller and more cramped than the town market, which means that if the zombies breach the outer wall entrances [7], they won't have long to travel before they reach their target. Ideally, you should have one player to cover each of the entrances, with the fourth player acting as a sweeper to assist allies who are in danger. This tactic does not always work out, even on easier difficulties, and you'll have even more trouble on the harder settings.

[8] The central courtyard, once again acting as the most direct route to the Garden, is where some of the heaviest fighting is likely to occur. This area has the most cover to use, and the highest concentration of places to grow Potted Plants.

[9] The short and winding southern route through the castle has a smaller courtyard, with a stairway that gets the zombies right up to your Garden. Your initial defenses here should be concentrated near the two spots where you can grow Potted Plants, falling back toward the Garden as it becomes necessary.

[10] The key to holding down the northern section of the castle is to try and slow the zombies down as much as possible at the actual castle wall. Failing that, set yourself up near the two Potted Plant spawns with good ranged plants, like the Pea Cannon, Gatling Pea, or Scaredy-shroom. Zombies can choose to invade the central courtyard from the northern passage, so keep that in mind.

Garden Ops Maps

Sharkbite Shores

Garden Locations

Village Garden

[1] The Village Garden has a number of locations to grow Potted Plants directly around it, which can help with defending the Garden if and when the zombies draw close.

The raised pier can be reached from below by Foot Soldier Zombies using their rocket jump, which gives them a straight shot at the Garden. Cactus Plants will have a field day sniping at the enemy as they march down the pier toward the Garden. The two watchtowers [3] next to the pier can also be used to cover almost every approach to the Garden.

[4] [5] To the west and east of the Garden's location, the village design is almost mirrored, featuring two sets of ramps on either side that lead down to the lower levels of the town, and eventually the beaches beneath the raised pier. These stairwells and alleys are too large for even a team of four plants to reliably lock down, but you can get some early licks in on the enemy if you're using the Peashooter's Hyper ability. This can get you onto rooftops you can't normally reach. The watchtowers [3] are also excellent options for dealing with enemies on these paths.

Shipwreck Garden

The area around the shipwreck Garden is considerably smaller to deal with than the central village. It's also much less organized, and the bumping terrain throughout this area can make it difficult to find and vanquish zombies before they reach the Garden. Next to the Garden is a small boulder where three Potted Plants can be set up. Having Ice-shrooms and Goop-shrooms here can help stall enemies just short of their goal.

[6] The stone arch south of the path marked by the monstrous fish bones is one of the primary approaches that the zombies will use. Many of the paths in the area around the shipwreck Garden are interconnected, which makes it nearly impossible to actually seal off any of the paths east of the Garden.

[7] The hills and paths north of the stone archway are in favor of the plants. It's in this area that the zombies will potentially pass by the most Potted Plants, and the terrain is open enough that you and your allies should be able to vanquish many zombies before they get close to the Garden.

[8] A major point of interest is the small alcove south of the Garden itself. Should the zombies slip past the stone arch [6] and continue following the path, they can flank the Garden and any defenders near it. Cactus players should fortify this area as best they can, and Peashooters should be ready to zip over to this place with Hyper to assist if it comes down to it.

Beach Hut Garden

Surrounded by numerous Potted Plant locations, the beach hut Garden can potentially be one of the easier Gardens to defend. With three clear avenues of approach, all within close proximity to each other, a coordinated team of plants can exact a heavy price on the zombie horde.

[9] The northernmost approach is protected by a wood barrier that funnels the zombies through a pair of gaps. These gaps are small enough that once again, Cactus Tall-nut Battlements and the Potato Mine can be used to great effect. Peashooters can also tear up concentrated groups of enemies with their Chili Bean Bombs.

[10] The middle passage takes zombies under a stone arch for a straight shot at the Garden. This direct route puts the enemy on a collision course with a lot of Potted Plant locations. Set up correctly, you can thin out a zombie wave well before it gets close to the Garden, and the survivors will have to deal with all the Potted Plants surrounding the Garden itself.

[11] The southernmost route is the most problematic, as it can help the zombies flank many of the Potted Plants around the Garden, and potentially any players who are neglecting the route.

Garden Ops Maps

Suburban Flats

Garden Locations

Neighbor’s Garden

Suburban Flats is a small map compared to all the others, and this in turn influences the Gardens you defend in this level. The neighbor’s Garden is surrounded by fencing, but the perimeter is so small that once the zombies breach it, they’ll be at the Garden within moments. Additionally, there’s not a ton of cover to use. Cactus players will want to use Tall-nut Battlements to “finish” the fence off at three key locations [1] [2] [3], or alternatively they can set Potato Mines to surprise the zombies. One nice thing is that the compact nature of this zone means that your Potted Plants can often overlap their effects, greatly enhancing them.

[4] The raised patio that overlooks the Garden to the southeast is an excellent place for plants to post themselves. They’ll be able catch zombies both inside and outside of the perimeter.

Another valid tactic is for the Peashooter to use Hyper to climb up on the roof of the house next to the Garden. This will keep you relatively safe from the zombies, at least until they bring their own guns to vanquish you with.

Picnic Park Garden

The Garden inside the picnic park has the same problem that the neighbor’s Garden has: the territory it occupies is small, and once the enemy gets past the perimeter, they’re practically right next to the Garden itself.

[5] To the west of the Garden are two small stairways that lead to some houses next to the cul-de-sac. Block these off with Tall-nut Battlements and Potato Mines, or keep at least one player in a four-plant team in this area to watch for surprise groups of zombies.

[6] On the southern side of the park, you find another pair of stairways, also easily blocked off by Tall-nuts or Potato Mines. Next to one of the stairways is a wooden platform [7] that can act as a forward post that overlooks the southern entrances to the park, and can provide some protection from the zombies.

[8] The eastern side of the park is dominated by the tree house, a prime location for Cactus players to take up a post and snipe at incoming zombies. The Peashooter Variants can also do well here, and with the height advantage of the tree house, combined with Hyper, they can quickly cross the whole park in a few leaps to help put down zombie incursions closer to the Garden.

Trailer Park Garden

The trailer park isn’t the nicest part of the neighborhood, and presents its own challenges for the plants to deal with: uneven terrain and lots of obstacles to use for cover, which makes it tough to cover absolutely every angle, even under ideal conditions with a full team of plants.

[9] The hill to the southeast of the Garden is a major approach route for the zombie horde, with only one Potted Plant at the top of the hill to help slow them down.

[10] On the north side of the trailer park is a fence with two gaps in it, next to a dirt road that takes you past the location for the neighbor’s Garden. Zombies attacking from this direction have the most direct path to the Garden, so try to lock down at least one of the fence gaps.

[11] Zombies will also attack from the houses across the street. More aggressive players using the Peashooter might consider posting themselves atop the homes to try and plug zombies crossing the street, but this can be a bad move during later waves, where you’ll want to be close to healing support when heavier and nastier zombies start coming out to play.

Garden Ops Maps

Zomboss Estate

Garden Locations

Pumpkin Patch Garden

The pumpkin patch is the largest Garden location on the map, and is one of the harder areas to defend. While there are only two primary approach routes (one from the south side of the mansion, and one from the northern side), there's just too much space for even four plants to reasonably cover, particularly on later waves.

The first defensive line of the pumpkin patch begins a very short way away from the mansion's western wall. The southern [1] and northern [2] approaches are separated enough that lone players might have trouble running between both points during the later waves. Fortunately, the entire front line has many locations to set up Potted Plants, which can somewhat alleviate the pressure.

The second defense line is a short distance west of the first, and is also divided into southern [3] and northern [4] routes. If enemies get this far, do your best to hold them here. Your back is up against the wall almost literally, as beyond the second line there's little in the way of natural defenses standing between the zombies and the Garden.

[5] With open ground between the second line and the Garden, plants that are pushed back to this point might be in serious trouble during later waves. Cactus Plants should save Corn Strikes for these critical moments!

Haunted Grove Garden

The haunted grove behind the estate is tricky to defend, as you can expect enemies attacking from the west [6] and the east [7]. The terrain is bumpy, and filled with enough cover to interfere with longer-ranged shots.

[8] The Garden itself is placed atop a hill that has good lines of sight on both major access points. Cactus players should leverage this advantage against the enemy, acting as overwatch to the frontliners, using their Corn Strikes to devastate formations of enemies already being tied up by other plants. Peashooters can rack up some serious points with well-timed uses of Hyper and Chili Bean Bombs on clusters of enemies coming from either direction. Alternatively, they can also set up on the hill next to the Garden and hose down zombies with the Pea Gatling.

Cryptyard Garden

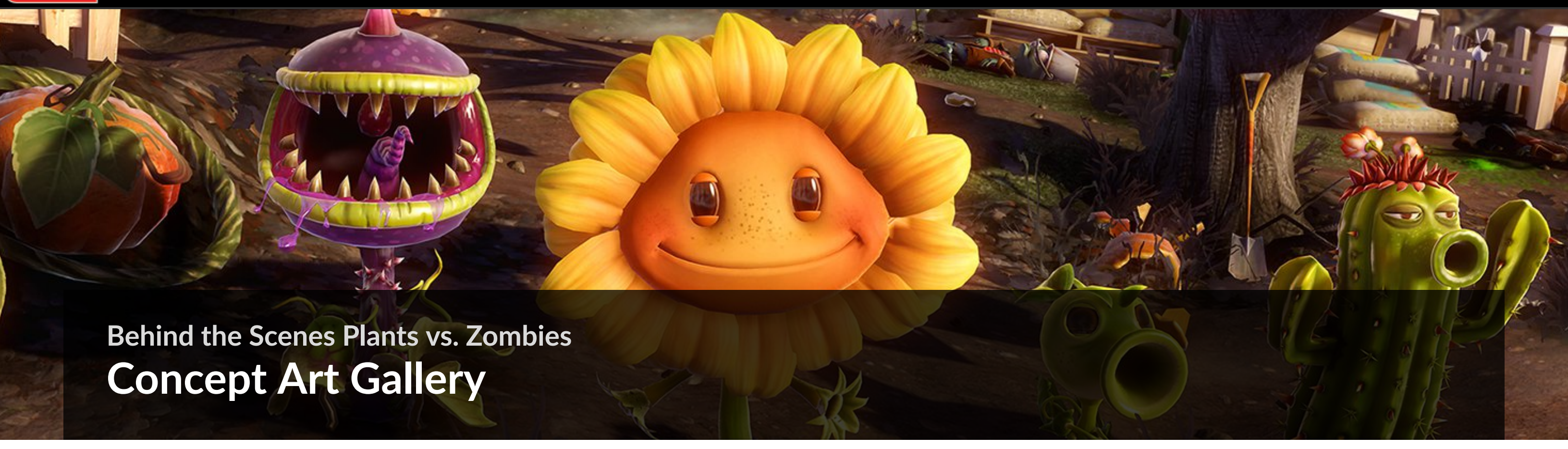
Reaching the Cryptyard Garden means the zombies must pass through one of three entrances along the brick wall surrounding the yard itself. Should the zombies breach that wall, plants on the inside will find themselves in trouble. While there is some cover near the Garden scattered throughout the yard, there's not a lot of it. Many of the Potted Plants that can be set up for defense are actually located on the outside of the wall.

Each of the wall entrances are small enough that a Cactus or two can effectively bar passage through them with a well-placed Tall-nut or Potato Mine trap. Peashooters, in particular the starting variant, can do some great work, as their basic attack has an area of effect, and the passages will cause the zombies to clump up.

[9] The northern wall passage gives zombies a straight shot right at the Garden. In a full Garden Ops team, you want at least one plant per entrance, with the fourth plant acting as a sweeper/troubleshooter of sorts. If any one door looks like it might be getting overrun, the sweeper can help deal with it.

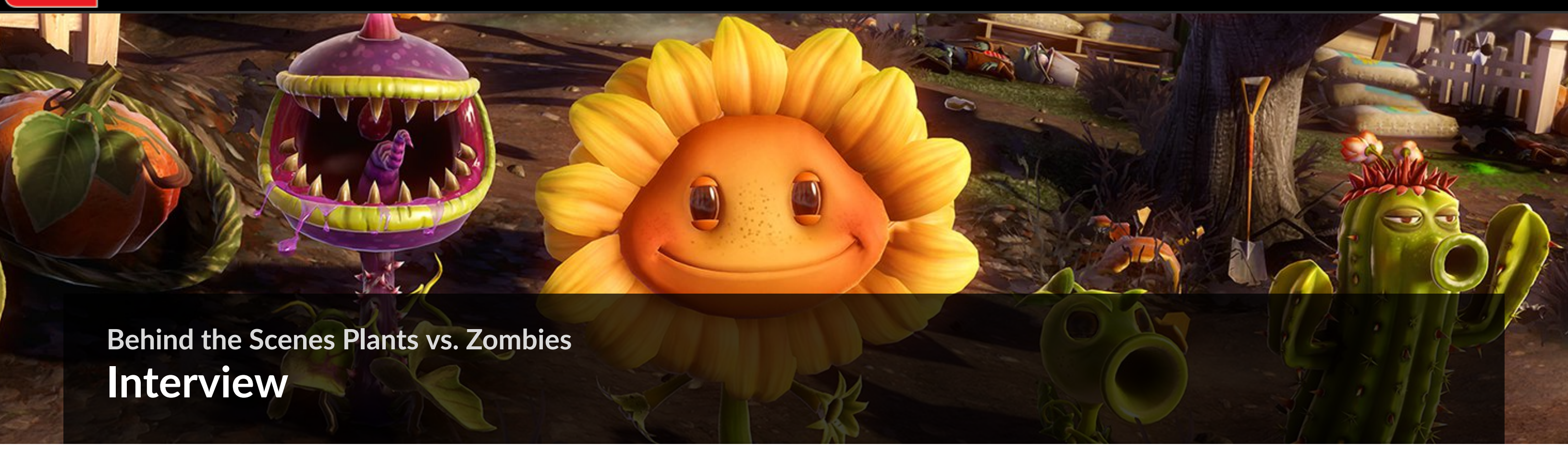
[10] Reaching the central passage requires more legwork from the zombies. One possible plan is to deliberately get the zombie horde's attention, and draw them toward this middle passage to vanquish large numbers of the enemy with special abilities like Potato Mines or Chili Bean Bombs. Cactus' Corn Strike is sadly ineffective here, as the central passage is protected by a rooftop.

[11] The southern passage is another straight shot at the Garden, but zombies will have to walk a little bit farther to reach it from this direction.



Behind the Scenes Plants vs. Zombies

Concept Art Gallery



Behind the Scenes Plants vs. Zombies

Interview

Prima had a chance to visit EA Canada, take some pictures of the awesome campus and chat with some of the minds behind the creation of *Plants vs. Zombies*TM *Garden Warfare*.

How did the idea to make *Plants vs. Zombies* into a third-person shooter even get started? It's such a vastly different genre!

Brian Lindley (*Plants vs. ZombiesGarden Warfare* Executive Producer): When the original *Plants vs. Zombies* released on mobile devices a few years back, there was huge growth in popularity of the game, characters, and world of PvZ. PopCap recognized that there was potential for PvZ beyond tower defense, so they started investigating other types of games. From that process of discovery, *Plants vs. Zombies Garden Warfare* was born.

How did the game evolve over the course of the project? Was it always at its current scale? What concessions had to be made over time?

Brian Lindley: Most games change drastically over the course of a project. We knew from early on we wanted to focus our efforts on creating a fun multiplayer experience at its core, then build the rest of our game on top of that foundation. We never really strayed from this primary goal, but our journey to achieve it meant a ton of prototyping, concepting, designing, and redesigning major elements along the way. I think one of the most interesting evolutions was in our character abilities—at one point we had an ability mapped to every button, but it really made it a complicated game to play, so we drastically simplified down to a few core abilities per character and never looked back.

Were vehicles ever considered?

Justin Wiebe (*Plants vs. ZombiesGarden Warfare* Creative Director): Since the game is built on Frostbite, we did have vehicles in our early prototypes, and while they added an element of fun and chaos to the experience, we decided to focus the majority of our energy toward creating great core character gameplay and worlds to support that gameplay, and leave vehicles for future consideration.

The Variants of the various Plant and Zombie Classes have very distinct changes from what they were originally based off of. What were some of the ideas that didn't make it into the final game?

Justin Wiebe: We had a ton of crazy character ideas throughout development, almost too many to mention. [One] of the memorable ones for me was the playable Disco Zombie Class we had in early prototypes, and some of the crazy weapon ideas we discussed but never made it in, things like earthquake and gopher guns.

Some of the Class Variants appear to have been inspired heavily from other forms of media, such as the Commando Zombie. What were some of the inspirations behind the character designs?

Chris Fox (*Plants vs. ZombiesGarden Warfare* Game Designer): We draw inspiration from wherever we can find it, whether it is from pop culture, movies, or other PvZ games. Since humor is a huge part of the PvZ universe, generally if a character made us smile or just bust out laughing, it would make the cut.

We found some great, subtle references to old-school games in *Plants vs. Zombies Garden Warfare* (which we won't spoil). Can you oust any of the culprits responsible?

Chris Fox: I'm afraid not, and if we did, the names would be changed to protect the innocent...and the guilty!

There is, of course, a built-in audience for this game's genre, but *Plants vs. Zombies*—and PopCap games in general—tend to be built with all ages in mind. Do you see younger children or even moms and older people enjoying *Plants vs. Zombies Garden Warfare*?

Gary Clay (HD Product Marketing Lead): Our first priority was to build a game that would appeal to fans of action and shooting games, but being a PvZ game, there are already millions of fans that will be drawn to it. We're still waiting to see what happens at launch, but I think that we'll see a lot of fans of the previous PvZ games giving *Plants vs. Zombies Garden Warfare* a go.

In terms of mechanics, there are a lot of parallels to the Battlefield series, but are there any others that inspired you? What about other forms of media?

Justin Wiebe: If players are looking closely, I think they will notice influences from other multiplayer games ranging from shooters to strategy to RPGs in *Plants vs. Zombies Garden Warfare*. Outside of that, anything that makes us laugh, looks cool, or makes us nostalgic for the pop culture and movies of our younger days has also inspired us.

Plants vs. Zombies, as well as other PopCap games, are known for their pick-up-and-play nature, and their ability to whittle away entire hours of a day in an eyeblink. Do you feel that *Plants vs. Zombies Garden Warfare* shares these qualities?

Jeremy VanHoozer (*Plants vs. Zombies* Creative Director): Definitely, we've tried to capture that "PopCap magic" by creating a game with approachable gameplay, but with enough depth to keep players coming back for more. Our goal is for players to fall in love with the characters and spend the time to master all of them.

Were there any other game genres considered for this game before settling on the ones you did? Are there other genres you'd like to see the Plants and Zombies invade?

Jeremy VanHoozer: We considered a number of different ideas, but our initial idea for a shooter is the one that stuck. The world of PvZ is surprisingly versatile, it wouldn't surprise me to see PopCap push PvZ into even more genres in the future.

Do you see this game serving as a stepping stone to any sort of greater Plants vs. Zombies "canon" or "universe"?

Jeremy VanHoozer: While it wasn't our intention, it is certainly a possibility. We've tried to design the world and characters to feel like they are part of the larger whole of the PvZ universe, which could give us room to expand the narrative of the game at some point in the future.

The maps in this game are of course far more detailed and feature-rich than those in the original Plants vs. Zombies games. Is there any underlying theme or purpose joining them together?

Gordon Wang (*Plants vs. ZombiesGarden Warfare* Lead World Builder): For Gardens and Graveyards, we've created a theme of progression within the maps, with the landmarks and objectives getting crazier the further into the map you go. For Co-op and Team Vanquish maps, there are more common visual themes ranging from a regular suburban neighborhood, to a village shopping area, to a seaside town with nautically inspired landmarks.

If you were putting together your own superhero team, which of the Classes (Variants are allowed) would you recruit and why?

Brian Lindley: For the Zombie team, I would probably pick the following:

Tank Commander (Soldier)—Very powerful at range with his tank shot.

Welder (Engineer)—Really strong primary weapon that does fire damage over time.

Marine Biologist (Scientist)—Healer Class but with a devastating short-range, rapid-fire dolphin attack.

Goalie Star (All-Star)—His frozen puck launcher can slow and freeze enemies, setting up his other Zombie teammates for easy vanquishes.

On the Plants' side, I like the following combinations:

Ice Pea (Peashooter)—The Ice Pea's Snow Pea attack is really useful for immobilizing Zombies and leaving them open to attack.

Hot Rod Chomper (Chomper)—The Hot Rod Chomper's speed boost opens up opportunities for fast-chaining chomp attacks on Zombies.

Power Flower (Sunflower)—The electrified pulse attack of the Power Flower will damage multiple enemies in a group, making her a good complement for the Ice Pea's freezing ability.

Future Cactus (Cactus)—The three-stage needle charge attack means that the Future Cactus can do a lot of damage in a single shot, even easier on enemies that have been frozen by the Ice Pea, or Gooped by the Chomper.

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Team Vanquish

Introduction

Team Vanquish pits two teams of players on one of five maps, with one purpose: vanquish 50 opponents before their enemies do. There are no special objectives to take and hold, no Gardens for zombies or plants to defile or defend. It's a straight-up contest of skill built around the particular strengths and weaknesses of both factions.

On "Classic" Game Modes

The Team Vanquish, Gardens and Graveyards, and Co-op modes can be played online in Classic Mode. This mode allows stock characters only, no customization or upgrades. Teamwork becomes more important on Classic setting, as individual players will not be as strong as they can be with upgrades. If you don't work together, you won't be able to vanquish your foes as quickly, and you'll have more trouble accomplishing any objectives.

Team Vanquish

The Uplifting Team Vanquish Primer

- **Stick Together**: While a one-on-one encounter will typically go to the better player who uses his or her abilities and the environment to their fullest extent, you can't count on the enemy to be alone. Staying in a group allows you to vanquish enemies faster, and you can also enjoy the support abilities that Classes like the Sunflower or Scientist have to offer.

- **Stay Moving**: In and out of combat, you generally want to stay on the move. Staying mobile can make life tough for long-ranged Classes trying to snipe you from afar, or in close quarters against an opponent.

- **Work the Map**: While you can hole up and wait for the enemy to come to you, this isn't always the best plan. Most maps provide multiple ways to get to any location, so even the safest camping spot can be overrun if the enemy is determined enough. A good plan is to run through a map with a group, hunting for enemy players as they spawn.

- **Observe and Understand Your Surroundings**: Whether you're holed up in a camping spot to snipe at enemies or are on the move, pay attention to any potential places a foe could be lying in wait to ambush you, or any potential paths the enemy could use to outflank you. A particular threat comes from the Foot Soldier and Peashooter Classes. These characters can use special abilities to quickly get access to advantageous positions.

- **Use the Right Class and Variant**: Depending on the make-up of your team, or the map you're playing on, you should be prepared to change Classes or Variants as the situation calls for. If you're working with a group of allies and notice you're light on healing, let your buddies know, and offer to switch over to Sunflower or Scientist. If you're finding yourself fighting at long ranges, choose a Class Variant that excels at those distances.

Team Vanquish Maps

Garden Center

The local seed market in Suburbia has become one of many hotly contested battlefields in the ever-escalating war between plant and zombie. Split into distinct thirds, the Garden Center map is a highly varied urban environment that combines open streets, narrow alleys, and a park. If the seed market falls to the zombie menace, where will Crazy Dave be able to purchase reinforcements on the cheap?

Points of Interest

The Seed Market

[1] As mentioned before, the seed market makes up much of the middle section of the Garden Center. Overlooking the main street and the surrounding alleys, this building can be used to snipe at enemies in all of the immediately surrounding zones. Getting on the roof can be done via a series of ramps or by using the Foot Soldiers' Rocket Jump. A set of bridges connect to the seed market rooftop from the smaller structures in the alleys. The rooftop itself has almost nothing in terms of cover, so if enemies start to attack in force, it can get ugly very quickly.

[2] A tunnel runs through the center of the seed market building, which can act as another access to the back alleys and the main street. This can be a decent shortcut, but if you get ambushed while using this tunnel, your only choices will be to fall back the way you came, or charge straight through the enemy.

The Alleys

[3] The alleys wrap around the northern side of the seed market building. Fierce close-quarters battles can erupt here on the ground level.

There are stairways that can take players up to the rooftops of smaller structures [4] that have connecting bridges eventually leading to the seed market rooftop. These areas can also provide good ambush opportunities against players on the ground.

The Main Street

[5] This thoroughfare passes through the middle of the map, connected to the garden park, the seed market, and the warehouse on the west side of the map. There are a number of abandoned vehicles that can be used for cover, but unless you're using it to approach the park or the warehouse, the main street isn't the safest place to be. You're exposed to sniping from both the seed market to the north and the shopping center to the south.

The Shopping Center

[6] Across the main street to the south of the seed market is a small shopping center. The ground level has some good cover to use to protect against attackers on the street and the seed market roof, but the real value of this location are the two tallest sniping posts on the map [7], with excellent sight lines on much of the central portion of the map.

Garden Park

[8] The eastern third of Garden Center consists primarily of a park. The uneven terrain here, along with the various fences and low-lying obstacles, can make for tense cat-and-mouse battles between players. It also makes trying to hold this location extremely difficult, particularly against a coordinated enemy. Complicating things is that there are many approaches that lead into the park, and you'll have to pay attention to a lot of places at once to avoid getting flanked.

The Warehouse

[9] The warehouse loading dock makes up the western end of the Garden Center. Similar to the park, there are multiple ways for players to gain entry to this area, from both the alleys and the main street. The warehouse area is flatter than the park, and contains more cover for players on the defensive to use, but it is smaller, and potentially easier to get pinned down in.

Team Vanquish Maps

Port Scallywag

Port Scallywag's centerpiece is the pirate ship docked between the village markets and the abandoned fort, a highly desired item of interest for both plants and zombies...maybe. That's assuming anyone on either side knows how to sail a vessel of this size. The winding passages of the market and fort ensure that the fighting will be fierce and personal.

Points of Interest

The Pirate Ship

[1] The centerpiece of Port Scallywag is the abandoned pirate ship currently at the dock. With nine ramps connecting directly to the ship (four for the lower level, five for the top deck), it's easy to access, which means it can be hard to hold out in. Be careful when crossing the ramps—falling into the water will instantly vanquish a character regardless of health levels!

The lower deck of the ship is cramped with obstacles, which makes for intense short-range battles. However, with the four entrances leading to the markets and the beachside, players inside the boat are not entirely safe from those outside. The lower deck also contains a stairway that leads up to the top deck of the ship, and the deck itself has a hole that lets players drop into the lower level.

The central courtyard that joins both halves of the village [4] is also a location that can expect heavy fighting, as it is a crossroads between both of the market sections, and also is a direct path leading to the pirate ship.

Northern Village

The village on the west side of the map can be split into northern and southern halves. The northern village [2] is similar in design to the southern half. The primary landmark is its giant cannon monument [3] that faces the pirate ship. This location can be the site of pitched battles, as players try to use it as cover against long-ranged attacks.

Southern Market

[5] The southern village shares its layout with the northern half, but some of the alleys here are more cramped, and there's less in the way of cover to use. Notably, the southern village lacks a large cannon monument. However, there is a small walkway [6] that can give players many sniping opportunities against foes located on the pirate ship's top deck.

Fort Scallywag

Fort Scallywag can be divided into two distinct sectors, the beachside [7] and the castle itself [8]. The beachside area is an important junction, with four ramps that directly access the pirate ship. Generally, sticking around the beach can be troublesome if the enemy controls either the fort or the pirate ship.

Team Vanquish Maps

Sharkbite Shores

The beachfront properties of Sharkbite Shores have managed to retain some of their value despite the endless struggles between plant and zombie. Clever combatants can use the myriad of buildings at the center of this battlefield to strike at enemies on the lower levels, while the extensive beach in the north is filled with enough natural and unnatural cover to hide ambushes in nearly every direction.

Points of Interest

The Southern Markets

The mass of structures on the southern edge of the map can be collectively referred to as the southern markets [1]. It is likely to be one of the most heavily contested places on the map. It connects directly to almost every other location on the map, and as such, will be a high-traffic area.

[2] [3] The entrance of the raised pier has two tall towers that can be reached via improvised bridges on the eastern and western sides of the markets. Players interested in sniping can make very good use of these positions as long as they pay attention to enemies trying to reach them.

[4] [5] The western and eastern portions of the markets sit at a lower elevation from the central area, closer to the beach. There's lots of cover to use against players approaching from less-protected beach paths.

The Raised Pier

[6] Sitting north of the markets and high above the beach itself, the raised pier can make for a solid place to hole up for a small group of players. There's enough cover to be safe from sniping attempts from multiple directions, and the only direct approach is through the market district. This is a great shortcut to reach the markets from the beach, if you have high-jump abilities.

The Northern Beach

[7] The beach passes underneath the raised pier, and is vulnerable to attacks from higher elevations. However, the beach itself does provide many obstacles to use as cover, which can complicate battles across the whole beach.

Eastern Dock

[8] Connected to the eastern side of the market district, this smaller dock sits directly between the northern beach and the eastern beach hut. A number of small structures on this dock can be used to defend from attacks coming from either direction. Watch your footing near the northern edge of the dock, as you can fall into deep water and be vanquished.

Eastern Beach Hut

[9] This small hut is the central landmark of the secluded eastern shore. With your back to the sea, the only way out will likely be through your attackers. However, there are a number of routes that can be used to leave the eastern beach hut, leading to the eastern dock and the eastern side of the market district.

Bone Hills

[10] Named for the massive fish bones that arch ominously over the terrain, the hills to the west of the northern beach continue the cat-and-mouse theme of the map. There are a lot of ways to flank your enemies throughout this area, but of course this also means they can do the same to you. Going here alone when you know there are multiple enemies in the area is asking to get vanquished. If you're trying to make a stand at the Bone Hills, watch out for players approaching from the market district [11], as they have a lot of cover to conceal their approach.

The Wreck

[12] A shipwreck stands at the center of this small beach. Similar to the eastern beach hut, your back is against the wall if you're fighting here, and your only way out will be through the enemy, if it comes down to it. You'll want to push toward higher ground as soon as you can, as the wreck here doesn't provide the best cover against attackers from the Bone Hills.

Team Vanquish Maps

Suburban Flats

This small piece of Suburbia saw its fortunes fade when the Zomboss armies made the local housing market plummet, but for some reason the zombies still feel compelled to take what doesn't belong to them. A small battlefield, especially when compared to Sharkbite Shores, the Suburban Flats will have plants and zombies shooting it out house-to-house, yard-by-yard. The homes here are small enough that the Foot Soldier Zombie and the Peashooter can use Rocket Jumps or Hyper to launch up to their rooftops to harass less fortunate plants and zombies alike.

Points of Interest

The Street

Winding through Suburban Flats is this singular street [1]. Filled with abandoned vehicles, you have some form of protection while cutting across the street between sections of the neighborhood, but this is arguably the worst place to be at any point of the map. Being in the street leaves you exposed to anyone in almost every other section of the map, from multiple directions.

The Cul-de-Sac

The end of the street leads to a cul-de-sac [2]. Like the street as a whole, this is more of a transitional location, and not necessarily a place you want to stay during an extended battle. Other surrounding zones simply have better protection for players to use against those caught in the cul-de-sac.

East Side

Clearly the more affluent side of Suburban Flats, the east side contains a number of landmarks that tend to be high-traffic sections during combat. [3] The swimming pool and nearby patio found in one back yard and the speedboat [4] stored in a separate yard find use as cover during battles, and the houses facing the street work to funnel players directly into ambushes.

West Side

[5] While the west side is a smaller zone from the one across the street, it is still one of the more ideal locations on the map, thanks to the protection the houses provide against snipers hiding in the playground park. [6] A small patio in one of the yards faces the street directly, and can be used to attack players leaving the east side from any of the small paths between homes.

Trailer Park

[7] The trailer park only looks unfortunate—it actually is a good place to hole up if you know the enemy is coming. The small trailer homes scattered through this park will give players approaching from the west side homes a lot to worry about.

[8] A short hill leads away from the main trailer park up to an overlook that gives players good lines of sight on the majority of the street, the trailer park proper, and parts of both the east and west sides. In a sense it acts like the counterpart to the playground park's wooden fort.

Playground Park

The most valued location of the playground park is its wooden fort [9]. With a distinct height advantage over much of the rest of the map, sniper characters such as Cactus, or the Camo Ranger, can be extraordinarily effective at locking down the street. The threat from this location will force players to make use of the rest of the neighborhood to try and flank this position.

Team Vanquish Maps

Zomboss Estate

Home to the mighty intellect himself, the Zomboss Estate is typically locked to outsiders. However, the plants have made their way onto the grounds of the estate, hoping to score the ultimate victory. While you are unable to enter the mansion itself, the surrounding area is more than ready to play host to Halloween-inspired battles between both factions.

Points of Interest

The Courtyards

[1] [2] The two courtyards lead directly to the front door of the mansion via a set of steps, with large statues prominently placed in front of the house. Not necessarily the best location to fight in, as multiple zones have better cover and good lines of sight on the courtyards.

The Guest House

[3] The run-down guest house overlooks both courtyards and the mansion, and even has excellent views of the pumpkin patch. The house still maintains parts of its roof, which can help stop artillery strikes from Cactus or Engineer Classes, but lucky shots can still easily land inside of the house to wipe out anyone hiding inside.

The Mansion

[4] While the mansion itself is locked, the overhang that shades the entrance can be an important location to control. The various pillars that support the overhangs can protect players from incoming fire, and this section just in front of the mansion is one of the faster ways to get from the pumpkin patch to the crypt yard.

Pumpkin Patch

The pumpkin patch is organized loosely by a series of barriers and fences [5] [6], with multiple gaps in these barriers for players to travel through. Most people will simply jump these fences to quickly get to the lower areas of the patch. A prepared group can hold out against their enemies here with surprising ease thanks to all of the available cover.

Haunted Grove

Just behind the mansion [7] is a grove where presumably trees once grew. Now, the twisted and glowing remnants of this orchard stand between the pumpkin patch and the crypt yard. The haunted grove will be a hotly contested zone simply because of its location.

The Crypt Yard

[8] The walls that protect the crypt yard cannot be destroyed. There are three entrances that can be easily covered by coordinated teams. However, once inside the crypt yard, cover is extremely sparse, and teams at a numerical disadvantage will be in trouble. If you mean to hole up in the crypt yard, make sure that you have the backing of your team, and do whatever it takes to make your enemies pay for trying to use those entrances!

Front Yard

Perhaps in better times, the front yard [9] of the Zomboss Mansion might have actually possessed a color other than drab browns and greys. The front yard's hilly terrain allows you to shoot down at enemies in the courtyards, while remaining relatively safe advancing on the crypt yard.

Supply Drop! DLC

Garden Variety Pack

The battle for the Gardens is far from over! Crazy Dave and Dr. Zomboss have upped the ante with all-new toys for their Plants and Zombies to play with!

In the Garden Variety Pack—the first piece of downloadable content for *Plants vs. Zombies: Garden Warfare*—players are treated to an all-new map and an all-new game mode. There are also brand-new goodies to unlock in the form of secondary abilities, consumables, and customizations. Just like the old goodies, you'll have to gradually earn them through packs bought in the Sticker Shop, so get back on that battlefield and earn those PvZ coins—once you're armed with our intel, of course.

Tip

Secondary abilities aren't necessarily "upgrades"—they radically change how the game is played. Don't write off a secondary ability just because it doesn't work like a "better" version of the original. Experiment with it first.

Tip

Original and secondary abilities can be mixed and matched! Use the best combo for your playstyle and strategy.

Supply Drop! DLC

Plants

The Plants have been given 12 secondary abilities, making them even tougher in battle! They also have one new consumable, making their Potted Plants extra potent.

Peashooter

Secondary Abilities

Sombrero Bean Bomb

Nothing says “hot” like a Chili Bean wearing a sombrero! The fuse is quite long, but the damage is mighty impressive. Timing is the key with this fun friend.

With the longer fuse, you’ll have to make sure anyone you plan to tag with this isn’t going anywhere for a while. Gardens, Gnome Bomb defenses, and crowded battles are great places to use this. Treat it like a Garlic Drone’s Air Strike that you can deploy at close range.

Retro Gatling

The Retro Pea Gatling uses the ancient Peashooter techniques of manually cranking out peas. Although it has a slower rate of fire, the peas are ancient and far more damaging.

The Retro Pea Gatling allows the Peashooter’s Pea Gatling strategies to be used at short- and midrange. Their extra damage actually makes it worth it sometimes to activate in the middle of a heated battle. Make sure you have backup, of course!

Super Pea Jump

The Super Pea Jump allows the Peashooter to get atop places he was unable to reach before, but at the expense of speed.

The Peashooter can now beat the Zombie Foot Soldier at his own game! Use the Super Pea Jump to gain even higher vantage points and own the battlefield from above.

New Customizations

Hats

Accessories

Tattoos

Sunflower

Secondary Abilities

Rainbow Heal Beam

The Rainbow Heal Beam is exactly the same as the standard Heal Beam, but it’s rainbow colored! It heals faster as well. OK, no that’s a lie. It’s colorful!

Do you like rainbows? Do you also like healing your friends and Potted Plants slightly more quickly? If your answer to both of these questions is “yes,” go ahead and equip this.

Solar Flare Beam

The Solar Flare Beam is now the ultimate power in the universe! We suggest you use it.

Much like the Retro Pea Gatling, this offers increased damage in exchange for a more limited time of use. The Solar Flare Beam has more offensive uses, but watch where and when you deploy it for maximum efficiency!

Dark Flower

The Dark Flower is a nasty little Plant. It shoots hurtful red lasers at the Zombies, but it doesn’t heal, because it’s an evil little flower.

At the cost of healing, the Dark Flower makes the Sunflower more of a force to be reckoned with. It’s great to deploy when you need defensive Potted Plant backup of all types, or have a Zombie on the ropes and need to close in for the vanquish.

New Customizations

Hats

Accessories

Organics

Tattoos

Chomper

Secondary Abilities

Super Sticky Goop

This Goop is sooo sticky that Zombies are not even able to move when they get hit by it. Let’s say it together: “Now that’s Sticky!”

This particular brand of Goop completely immobilizes Zombies! However, its cooldown time is far greater than that of the normal Goop.

Sprint Burrow

The Sprint Burrow allows the Chomper to move much faster when underground, but the range is quite limited.

Sometimes you just want to be able to Burrow at a moment’s notice, to catch that Zombie you know will be moving away in a matter of seconds. For those times, you want the Sprint Burrow. It doesn’t travel far, so make sure to use it as the pouncing tool it was meant to be.

Spiky Spikeweed

The Spiky Spikeweed deals more damage to Zombies it ensnares, but only a few can be deployed at a time.

These mines are more effective for dealing with enemies that are low on health, allowing you to save on Chomp time. However, the number you can deploy before cooldown is lower than with the normal Spikeweed.

New Customizations

Hats

Tattoos

Cactus

Secondary Abilities

Potato Nugget Mine

These little nuggets are small, have a great sense of humor, and enjoy sitting around waiting to blow Zombies sky-high. While not as damaging as their potato cousins, these little nuggets still pack a spudow!

Compared to the Potato Mine, these little guys are smaller and thus harder to see in a heated battle. They also don’t do as much damage, but you can plant more of them before having to recharge your supply. Use these to launch sneakier, more coordinated defenses, since they don’t kick up as much smoke when they spudow!

Artichoke Drone

The Artichoke Drone has a really thick skin. This gives it more health and helps it last longer in a fight. However, it does not have the same firepower as its Garlic counterpart.

The Artichoke Drone loses power in its airstrike ability, but trades it for armor and increased attack speed. If you want to constantly buzz ground targets and provide ample cover fire, this baby’s for you. However, don’t expect to clear out fortified areas such as Gardens like you can with the Garlic Drone.

Iron Maiden

Encased in iron armor, these Iron Maiden Tallnuts will stare at Zombies with an unmatched intensity. They are very hard to destroy and enjoy getting in the way.

The Iron Maiden is taller and sturdier than the Tallnut Battlement, making it a much better piece of cover to hide behind. However, they are not as wide, making them tougher to barricade chokepoints with. It’s up to you to decide which is more important.

New Customizations

Hats

Accessories

Tattoos

New Spawnable Plant

Doom-Shroom

Fires out super-explosive Doom-shrooms. Extremely damaging but takes time to regenerate.

The perfect capstone to a Garden’s defense, the Doom-shroom’s damage output and usefulness cannot be overstated. However, due to its long recharge time, having backup for it is imperative.

Supply Drop! DLC

Zombies

The Zombies refuse to be undone—they too have 12 new secondary abilities, as well as two extra consumables to the Plants' one. Anything is permissible in pursuit of brainz!

Foot Soldier

Secondary Abilities

Multi-Rocket

What's better than launching a ZPG? Launching MANY ZPGs! While smaller than the standard-issue ZPG, these Zomboss rockets still pack a mighty punch!

Sometimes you just want to cause havoc for a crowd of Plants. What the Multi-Rocket lacks in pure vanquishing power, it makes up for in area-of-effect! Just make sure you have backup or are quickly able to go in and finish the job once you spray the area.

Rocket Leap

What it lacks in height, the Rocket Leap makes up for in distance. It's a giant leap forward in Zomboss technology!

If you want to cover a lot of ground in a hurry without having to switch to an Engineer, then equip your Foot Soldier with this ability. Instead of going straight up, you zoom forward with your jetpack in a hurry! This is great for escaping hot zones, or running back into the thick of battle after a respawn to help your buddies.

Super Stink Cloud

Putting the word "super" before anything always makes it better. It doesn't last as long, but it does SUPER damage!

This does exactly what the description says. The normal Stink Cloud is great for stealth maneuvers, but if you fancy yourself an aggressive player, then the Super Stink Cloud is absolutely for you. Lay down the damage!

New Customizations

Hats

Accessories

Weapon Skins

Foot Soldier

Camo Ranger

Super Commando

General Supremo

Arctic Trooper

Tank Commander

Engineer

Secondary Abilities

Proximity Sonic Mine

The Sonic Mine is the perfect Anti-Chomper System. Just throw it down, and if any Plants venture too close, it will go off and stun them for a duration.

The Sonic Mine also sports some excellent range. This is great for base defense, or to use as an audible warning system when you're doing something sneaky (like building Teleporters in Gardens and Graveyards) and don't want pesky Plants ruining your fun.

Rocket Drone

The Rocket Drone is the pinnacle of Zomboss invention! It has reinforced armor for increased health and a state-of-the-art navigation system, but at the expense of some firepower.

Much like the Artichoke Drone, the Rocket Drone loses its slow-charging powerful airstrike, but gains quickly recharging, low-power airstrikes and some armor to compensate. It also gets a sweet laser beam! Use this when you want to annoy troops rather than launch strikes on bases or crowds.

Turbo Jackhammer

A Zomboss-modified Turbo Jackhammer is for Zombies that have a need for speed! Unfortunately, it tends to implode rather suddenly.

The Turbo Jackhammer really zooms along and can help you get to your destination in a hurry! However, it doesn't last as long as the normal Jackhammer. Use it for sprints rather than marathons.

New Customizations

Hats

Accessories

Weapon Skins

Mechanic

Electrician

Engineer

Painter

Plumber

Welder

Scientist

Secondary Abilities

Mega Heal Bomb

The Mega Heal Bomb is always popular at parties. Just roll it into a group of friends and watch their health replenish before your eyes!

Treat this like a grenade, except in reverse. Throw this into a crowd of your Zombie friends and watch them all get healed for a large amount of health the second it goes off!

Energy Warp

The Energy Warp allows the Scientist Zombie to turn himself into pure energy, where he will rematerialize after a short while. This makes him prone to energy sickness, however.

Use the Energy Warp to change into a slow—but controllable and invulnerable—beam to sneak past enemies. Position yourself precisely where you need to in order to dispense Zombie justice!

Armored Heal Station

This Armored Heal Station is so heavily armored, it would take the Plants an eternity to destroy. It has only one slight weakness: it is prone to self-destruction after a short while.

The only thing that will destroy this Heal Station is its own design. You'll want these for quick pushes against the enemy rather than prolonged battles. However, if you use this in combination with the Mega Heal Bomb, you'll be on equal, if not greater, terms with the Sunflower's healing abilities.

New Customizations

Hats

Accessories

Weapon Skins

Scientist

Stripes

Marine Biologist

Physicist

Chemist

Astronaut

Dr. Toxic

All-Star

Secondary Abilities

Long Bomb

Simply put, the only thing more damaging than an Imp loaded with explosives is an Imp who thinks he can fly! Some conditions apply....

This little guy flies in a super-high, super-long arc! It also has a fairly short cooldown period. If you want to play bombardier from a distance, this is the ability to equip.

Ultra Tackle

Isolating himself in the Zen Tackle Tower for five years, the All-Star tried to master the art of tackling stuff. End result? A more damaging tackle! But it can't be used as frequently.

Use this when you need to take out Plants super fast in order to cripple defenses or come out of a bad matchup! Its usage limitation means you have to make sure each one counts.

Shield Decoy

Nothing says "Star!" like a picture of a star! BE IMPRESSED! Introducing the All-Star Decoy shield. It could also double for a great cereal box cover!

These shields are utterly huge and make for excellent cover. Make sure you don't accidentally impair your vision of the enemy when hiding behind them!

New Customizations

Hats

Accessories

Weapon Skins

Baseball Star

All-Star

Hockey Star

Goalie Star

Rugby Star

Cricket Star

New Spawnable Zombies

Barrel Pirate

A Zombie stuck in a barrel is still just a Zombie...in a barrel.Barrel Pirates shamble around, using their barrels as armor. If a Plant gets too close, it will usually try to headbutt it. They're slow, but sturdy.

Map Pirate

Treasure Maps don't hurt people, Zombies hurt people!

Map Pirates move around rather speedily, ignoring their surroundings in their quest for the objective. If you need a Zombie somewhere in a hurry, pick this little guy.

New Map!

Chomp Town

The Garden Variety Pack allows Plants and Zombies to take the battle downtown to Chomp Town! Chomp Town is a commercial district filled with stores, restaurants, and housing, all boasting elevated areas for enterprising players to vanquish landlubbers wherever they hide. Rarely does one want to be ground-bound in Chomp Town.

Note

Chomp Town is playable in Team Vanquish, Garden Ops, and Gnome Bomb modes. For an overview of Chomp Town in Gnome Bomb mode, check the out Gnome Bomb section which follows this one!

Chomp Town: Garden Ops

Garden Locations

Shabbie Shaw's Garden

This place is a wide-open area. The good news is that it's partially shielded by walls; the bad news is that those same walls don't allow you to get much of a view of anywhere outside said area. Place some close-range Potted Plants near the Garden, and for the pot across the street, the Scaredy-shroom (or any long-range Plant) is a good choice.

These chokepoints will be seeing the most action, and thus you'll want your best pots here. Keep forces at ground level and up above to head most Zombie waves off at the pass before they ever see your Garden.

is your most vulnerable chokepoint, and only has one pot to place Plant defenses in. Shore up some teammates here, and put some atop as well.

Farmer's Market Garden

This is another open space, except without as much cover as Shabbie Shaw's Garden. However, it is smaller, making it an easier battlefield to keep track of.

The chokepoints here are quite narrow and thus easier to deal with, having the benefit of an extra Potted Plant atop nearby high perches. Don't crowd your Plants in the walkways, though. Use as many as you need to get the job done, and no more.

If Zombies do get too close, use these high points to look down to your Garden. It'll be like shooting fish in a barrel.

There's one last narrow chokepoint to deal with, which only has one pot to its name. This is your most vulnerable area aside from your Garden, so post sentries.

Residential District Garden

This area is the most open and widest of all of the Gardens. While there is some high wall cover, you should otherwise be extra careful when trying to stem the flow of Zombies. The good news is that you have extra room to maneuver.

Use the high ground and the Potted Plants here to keep watch over the residential district. Use long-range Potted Plants!

The walls here can give you some extra cover against bosses and the like, but make sure not to neglect your Garden.

In a cruel twist of fate, this is your only well-defended chokepoint in terms of pots. The chokepoints at are not so lucky. You'll have to spread out your sentries and constantly be on the look out! Plant mines and traps if need be.

Chomp Town: Team Vanquish

Points of Interest

Roundabout

Let's just get this out of the way now: the roundabout is a nice place to visit but a bad place to stay. Every single high point on this map has a clear view of it, and thus a clear shot! The statue and greenery can provide some cover, but nine times out of ten, the best course of action around this place is to just pass through.

Swabbie Shaw's

Swabbie Shaw's is an excellent battlefield—the ground level contains walls of cover while the tops of the buildings are easily accessible and provide a view of more than half the map. These perches were made for Foot Soldiers and Peashooters to jump on top of and start menacing anyone in their field of vision.

Don't worry, Cacti, we didn't forget about you—you can dominate from the out-of-the-way sniping areas and [8] at opposite sides of the map.

Apartments

The apartments are open ground with tall walls for cover. Keep an eye out for enemies trying to hide. It may be best to get as high a view as possible before entering here.

Pass Gas Station

There's a wide-open space above the gas station that can let you get a high view of the apartments and the farmer's market. You can also easily catch anyone unfortunate enough to be passing by the roundabout, since it's so close from here.

The area under the station is less to write home about, but contains some decent cover in the form of the gas dispensers and hedges. (Careful—the gas dispensers can be destroyed!) The high awning above the station can also obscure you from the view of most high-perched snipers, and protect against airstrikes. Take a few seconds in the shade to plan your next move.

Farmer's Market

Here we have another open battlefield, except with little cover. Don't stay here too long, especially since you can be seen from quite handily. also has a clear view of the gas station. Use this to your advantage and take on enemies trying to hide there!

Viva Las Veggies

Another easy and excellent place to rain punishment from above. Get atop the big tomato for best results.

Foxy's Diner

This area is the direct analogue to Swabbie Shaw's—an easily accessible high point, coupled with a large ground level full of cover, explained in further detail below.

Back Alley and Field

You probably won't be seeing too much of the back alley—it's a nice place to cut through to get to Swabbie Shaw's, but that's about it.

You'll also be seeing less of the field, since it's just so out of the way from the action. It does have its own cover, though, and since it's so out of the way, it makes an excellent place to hide or mount a sneak attack into enemy territory.

New Game Type

Gnome Bomb

You always knew garden gnomes were up to no good—well, here's the proof. Garden gnomes holding live bombs spawn in the midst of the play field, and it's your job to grab and place them on the opposing team's objectives. The fun doesn't stop there, however—once the Gnome Bomb is placed and armed, you will then have to protect it from a horde of naturally angry enemies seeking to defuse it! It's a recipe for mayhem all around.

How to Stop Worrying and Love the (Gnome) Bomb

- Gardens and Tombstones are always set in the same locations, and there are always three of each. As soon as the match starts, fortify them!
- Crowd control is key to doing well in Gnome Bomb. Always protect a teammate who has a Gnome Bomb, and while the Bomb is armed, protect it as well. Weapons with a wide area of effect (such as Corn and Cone Strikes) can clear out would-be defusers.
- When trying to defuse a Gnome Bomb, keep your healers at the ready, and give defusing duties to whoever has the highest maximum health (All-Stars, for example, are great defusers). Once again, area-of-effect weapons can help if too many enemies are close.
- Gnome Bomb mode has it own built-in timer. Once it hits zero, that's the match. However, if both sides still have the same number of objectives to blow up when time runs out, the game goes into overtime! In overtime, fuses are instant—if the Gnome Bomb so much as breathes on a Garden or Tombstone, it blows. To make things even more hectic, the first time this happens, the match is over in favor of whichever side guided the Bomb successfully!
- We know how it goes: sometimes you just can't get rid of a bomb. However, even if you lose a Garden or Tombstone, it's important to persevere. Given enough time on the clock, it's always possible to come back from behind, no matter how bleak the situation looks. If all else fails, go for a win via overtime.

Gnome Bomb Maps

Chomp Town

Plants' Gardens

Plants: This is a pretty well-defended spot, with only one staircase leading to your Garden. However, Foot Soldiers will try to make your life tough whenever they can, so be ready for the rush.

Zombies: This one's a little tough to get to since there's only one staircase leading up to the Garden. Rush it down. Use Cone Strikes and your Foot Soldiers' Rocket Jumps whenever you can to bypass the stairs.

Plants: Use the nearby high perches to your advantage to rain shrubbery onto those who would Plant Gnome Bombs at your Garden!

Zombies: You're going to have a tough time here—the Plants have the clear high ground. Make sure to return fire at anything and everything, and sweep the perimeter, high and low, for interference from Plants.

Plants: This is the Plants' corner Garden, located right at a chokepoint. There are multiple points to defend it from, none of them easy. Ground troops and mines will be the order of the day here.

Zombies: Try to take the [B] Garden before taking this one, and keep some troops where that Garden was to make taking this one easier. The Plants will be spread thin trying to defend it, but so will you. Once again, go for a ground assault.

Zombies' Tombstones

Plants: Try not to use the stairs unless you have lots of backup, since the stairs serve as small chokepoints. Jump up here if you can, or use aerial units to clear out the area and give your fellow Plants an easier time.

Zombies: The Tombstone atop Swabbie Shaw's is easy to defend against ground troops, who must go up stair chokepoints to even see it. However, jumping and flying units are a different matter, especially since there's little cover up here. Be ready to shoot anything you see out of the sky!

Plants: The Zombies will be closely watching the two chokepoints leading directly here. Come through them in force, and be ready to defend just as hard.

Zombies: This is arguably even easier than the [A] Garden to defend, seeing as it has more room to maneuver and some obvious chokepoints. Still, this means that the Plants will compensate with greater numbers. Keep them in your sights and at bay with long-range weaponry and your fastest troops.

Plants: The Tombstone here is a bit out of the way, and you might have to do some extra work to get to it. Cut through the back alley, but keep in mind that Zombies will likely be patrolling the area (especially since the back alley is their spawn point!). If your unit has aerial capabilities, cut a path diagonally from your territory to the Tombstone as best you can.

Zombies: This is a corner Tombstone, meaning it's easier to see what's coming, but don't let your guard down. Watch out for the path leading from the back alley as well as air troops. It's easy to get pinned against the wall here.

Garden Center

Plants' Gardens

Plants: Use the nearby high walkways to keep an eye on this Garden, and don't let that high ground be taken by sneak attacks from behind—there's more than one way to access the area!

Zombies: Do whatever you can to take the high walkways to the side so you'll be able to cover your ground forces, who should be mounting a straightforward assault.

Plants: Keep the rooftops safe in order to keep this Garden safe, and watch it from all directions, including the air. Foot Soldiers can't Rocket Jump while holding the Gnome Bomb, but that doesn't mean advance troops can't!

Zombies: The same rules apply here, except in reverse, especially since you have a Tombstone on the same roof not too far away! Fight for the rooftop, always!

Plants: This area's nothing but chokepoints, but they're all wide and walled, giving you room to line up enemies. Spare some troops for the nearby rooftops so you don't get caught unawares by sneaky Foot Soldiers.

Zombies: Use the bridges and rooftops to mount your assault first, then bring in your ground troops.

Zombies' Tombstones

Plants: This one's going to be a straightforward ground assault. Watch for Zombies trying to snipe from the upper walkways to the side.

Zombies: Plants will likely be trying to rush this Tombstone with ground forces as quickly as possible. Get to the high ground on both sides to stop that from happening.

Plants: This one's a battle for the rooftops, no question. Spread out your forces as you advance your Gnome Bomb carrier, and concentrate your fire. There's some nice open space for a Corn Strike or three, too.

Zombies: Get control of the rooftops! Zombies will have an easier time of this one due to Rocket Jumping Foot Soldiers being easily able to get back to this Tombstone to defend it.

Plants: Fight your way to the other end of the rooftops and high bridges, and lay down fire on incoming Zombies as you use ground troops to cover your Gnome Bomb Carrier. You'll be doing a lot of shooting here.

Zombies: You'll also be doing a lot of shooting to keep the Plants at bay. Try to control the rooftops if you can; your Tombstone is rather vulnerable and closed in, and you don't want to give the Plants any easy shots at it.

Port Scallywag

Plants' Gardens

Plants: This is a corner Garden and far away from either force compared to the other two Gardens. Send troops here constantly to ward off Zombies. There's less ground to watch, but also less room to maneuver.

Zombies: The fastest and best way up here while giving Plants a hard time is the walkway leading from the bottom of the pirate ship. Be sure to act when you have the Plants otherwise distracted.

Plants: This Garden is pretty much in the same position as Garden [C]. Defend it from behind, fortify it, and watch all the steps and bridges leading away from the pirate ship.

Zombies: Bring your Foot Soldiers and Rocket Jump from the bottom of the ship while also mounting an assault from the bridge.

Plants: This Garden is in a good position to be defended from behind, given where your troops spawn. Make sure to do so, and watch every single staircase and bridge leading up to it!

Zombies: Plants may see you coming from the bridge leading off of the pirate ship, but coming up the rightmost stairs after exiting the bottom of the pirate ship is a good place to mount a sneaky assault.

Zombies' Tombstones

Plants: This will likely be the easiest of your captures, since it's against a wall and the Zombies have to take the long way around to protect it. Constant Corn Strikes will keep the zone clear while you send Plant after Plant after the Tombstone.

Zombies: This one's a toughie. You might want to send some advance Zombot Drones to protect this, and keep some Zombies patrolling it. It's far from your base's openings, so if it falls under a surprise attack, it'll be quite hard to defend.

Plants: Try going for this Tombstone after you've taken care of Gardens [A] and [C]—there are fewer ways to access this one than the other two. If you can make it through the bottom of the pirate ship, however, you might have a sneaky way in.

Zombies: This one's naturally located on high ground so you have the advantage in defending it. Watch out for Plants who try to attack from below!

Plants: This Tombstone's in some nice open space, so storm and Corn Strike it when you can. The biggest challenge will be getting past the pirate ship, where most conflicts will take place.

Zombies: Use the elevated rock to mount a defense from the high ground. Otherwise, simply fire back at anything that moves.

Sharkbite Shores

Plants' Gardens

Plants: This Garden is in a deep place, and would be tougher to defend if it weren't a straight line away from your spawn points. Still, you should place as many stationary defenses on the routes leading here as you can and constantly keep an eye on this place. Make sure any Zombies heading to this spot are in for several rude surprises.

Zombies: Much like your [A] Tombstone, concentrating your fire from the air and the ground is your best friend. Keep an eye out for traps.

Plants: The layout is on your side here—the Zombies have to travel a ways from their spawn point and then around the corner of a house, where they have no idea what lies on the other side. Now that you know this, use as many traps and surprise attacks as possible to let them know that this neighborhood isn't safe.

Zombies: This will be the hardest Garden to detonate, as it has lots of cover and a bad line of sight on approach. Use your Foot Soldiers and Zombot Drones to scout before going in for the attack.

Plants: You have a little bit of cover in the form of the outhouse near your Garden, but not much else. Watch the skies as you defend the area from any Zombies slinking out from under the nearby docks.

Zombies: Storm from below the docks, the houses from the side, and the air! Use all of your means of attack. You'll want to converge on the base in sync, then use the space around the Garden to form a perimeter once the Gnome Bomb is armed.

Zombies' Tombstones

Plants: This Tombstone is in a tight corner with exactly two chokepoints and a rooftop. Concentrate your firepower while making sure any Zombies en route don't get there.

Zombies: You'll have a bit of a tough time defending this area, but it's worth it. In cases like the this, the best defense is actually a good offense. Spread out and cut any approaching Plants off from the paths leading to this Tombstone, but keep a couple of troops there so you're not taken by surprise.

Plants: You'll likely be capturing this Tombstone last, as it's the furthest away. It will especially help if you've blown up Tombstone [A] already—then there will be fewer troops clogging the ways to this one. Watch out for attacks from above, however!

Zombies: This is the Tombstone closest to your spawn point, and you've got some handy elevated rock behind it. You can set up a defensive line there with long-range weaponry, but keep in mind that the fence near the Tombstone will require you to keep some troops up close as well.

Plants: It's a long but straightforward journey from your spawn point to this objective, so make sure your squad is coordinated. Use the pillars as cover to help your ground troops approach this Tombstone.

Zombies: The rock above makes for good elevated defense, but your view will be obscured by the docks. Do as much shooting as needed down there with your ground troops.

Suburban Flats

Plants' Gardens

Plants: This is a corner Garden with lots of wide-open space and two points of access. You could not ask for a better place to defend. Form a minefield and keep plenty of sentries handy. This will usually be the Garden that keeps you alive, but you'll have to fight hard to keep it.

Zombies: Short of Cone Strikes and using Foot Soldiers to fire from rooftops, there are really no sneaky ways to take this Garden. You'll have to wage a war of attrition, since the Plants have many ways to defend it due to its positioning.

Plants: Watch the openings that lead to this Garden as best you can. They can let Zombies in, but the size of the pathways makes it easy for you to keep them out.

Zombies: Use Foot Soldiers to jump over the wall around this Garden and clear the way for your Gnome Bomb–carrying Zombie. The two openings give you easier access, but the Plants will most certainly be watching them.

Plants: This Garden is pretty much at the end of one huge chokepoint. Treat this like a Gardens and Graveyards match and hunker down. Let no Zombie get inside, from any side.

Zombies: Rush this Garden en masse when you feel it's time—there's little escape for Plants due to the house behind it.

Zombies' Tombstones

Plants: There's a giant hedge lining this Tombstone that will give you a bit of cover but will also make it hard to move around freely. Give the Tombstone some space when defending your armed Gnome Bomb, but stay as close as possible.

Zombies: The giant hedge is actually facing where your team spawns, making it tougher to keep Plants out, since you'll have to get around it. Use Zombot Drones and Rocket Jumps to make this less of an issue.

Plants: You'll come across this Tombstone most easily since it's along the main road. Do what comes naturally, but keep in mind that Zombies will be doing the same. It's a good idea to set up fire from nearby rooftops.

Zombies: Even on defense, this Tombstone's pretty straightforward. Return any fire you see, and keep an eye on the main road.

Plants: This Tombstone is located in a nice open field, making it easy to swarm in en masse and also drop Corn Strikes. Do so.

Zombies: There are no easy locations to defend here, so spread out a bit and establish a perimeter so the Plants can't easily get to your Tombstone, or take you all out in one fell swoop with aerial maneuvers. Use the nearby trucks to mount an elevated defense.

Zomboss Estate

Plants' Gardens

Plants: This one's pretty close to the Plants' spawn point and thus easier to defend than most. Expect an all-out ground clash here, peppered with airstrikes from both factions. Plant your mines and Tallnuts!

Zombies: In protecting your Tombstone, you'll likely see the Plants trying to protect theirs. It's your call as to when you want to pull double duty. Use the big hollow tree stump as cover to aid your approach.

Plants: Unless you're a Cactus, any high ground is actually pretty far away, so don't count on it to protect you. Still, the good news about this Garden is that it's easy to see where the points that need defending are located. Ground troops, mines, and Spikeweeds (the latter two of which camouflage into the ground here quite well) are all good weapons in defending the area.

Zombies: Once you've captured Garden [C], going for this Garden will be a whole lot easier. Keep your high perch gained from Garden [C] and push against the Plants on the ground.

Plants: This is the best high ground on the map, bar none. Plant your defenses and have some of your forces act like it's a Team Vanquish match, mowing down any Zombies in their field of vision.

Zombies: The Plants will most definitely be holed up here, and you'll want to root them out. Corn Strikes, Rocket Jumps, and general Zombie mayhem of all kinds should do the trick. Once you have the high ground, you'll be in a better position to blow up the Garden, too!

Zombies' Tombstones

Plants: With the battle raging in front of the mansion, don't forget about the back! It's pretty much an even battle when trying to engage the Zombies here, so make sure you have superior firepower.

Zombies: Use the large hollow tree stump for purposes of cover and deception—it blocks the view of your Tombstone quite well. Otherwise, this is a power battle.

Plants: This one will be hard, as it's close to the Zombie start point. Consider blowing it up last, once you have the Zombies cornered.

Zombies: Treat this one like a Team Vanquish match and swarm out from your spawn points in violent defense! The Plants will have to do all of the extra work they can to blow up this Tombstone!

Plants: This one's going to be an all-out brawl as troops from both factions climb the hill to maintain control of this Tombstone. Corn Strikes will be a great asset here.

Zombies: This is technically high ground, and as such it's your duty to protect it. Defend the Tombstone while warding off Plants at the same time with sniping weaponry. Keep a few close-quarters troops around to take care of any Plants who do get close.

Boss Mode

Introduction

Taking a cue from another modern warfighting game, *Plants vs. Zombies Garden Warfare* has a special feature that allows players to take on the role of Crazy Dave or Dr. Zomboss, and support their troops on the ground from the skies above! Using Kinect or a regular controller, one player can sacrifice his spot on the ground campaign to deliver support to his allies and artillery strikes from above! Alternatively, with the use of a SmartGlass compatible device, players can support their troops with their fingertips.

Boss Mode

How to Play Boss Mode

Boss Mode is about proper resource management. As Dr. Zomboss or Crazy Dave, you must gather resource points that fall down the map screen, Brainz or Sundrops respectively, and then put those points toward the powers that will best assist your team. The resources you need to collect will scroll across the screen, and you can use a controller, Kinect, or SmartGlass compatible device, in order to collect them. Each floating resource you collect gives you 25 of that resource to put toward your special abilities.

Both Bosses have four abilities that fall into the same categories: Spotting, Healing, Resurrect, and Airstrike.

A Boss Is Not Invincible!

This must be emphasized: you're vulnerable to enemies when playing as the Boss! While the Zomboss Blimp and Crazy Dave's RV do orbit high above the battlefield, they are huge targets. If a team wants to take down the enemy Boss, they can quickly do so with concentrated firepower, chewing through the 2,000 health a Boss starts with. Worse yet, the health doesn't come back. It's the duty of a team to not give the enemy free opportunities to shoot down their Boss! If a Boss is shot down, they're not gone for good! After a short cooldown, you are able to play in Boss Mode again.

Boss Mode

Boss Mode: Crazy Dave

Crazy Dave will be overhead in his flying RV, rendering assistance with his latest doohickeys. Why? Because he's CRAAAAZY!

Spotting: Coconut Spotting Station

Nothing tracks illicit zombie activities better than a Coconut Spotting Station. Place them around the map to flag the zombie locations for your team.

- **Cost:** 75 Sunlight

Resurrect Revive Rainbow

Get your plants back into the fight faster by dropping a pretty rainbow beside them when they're KO'd.

- **Cost:** 250 Sunlight

Heal: Twin Heal Flower

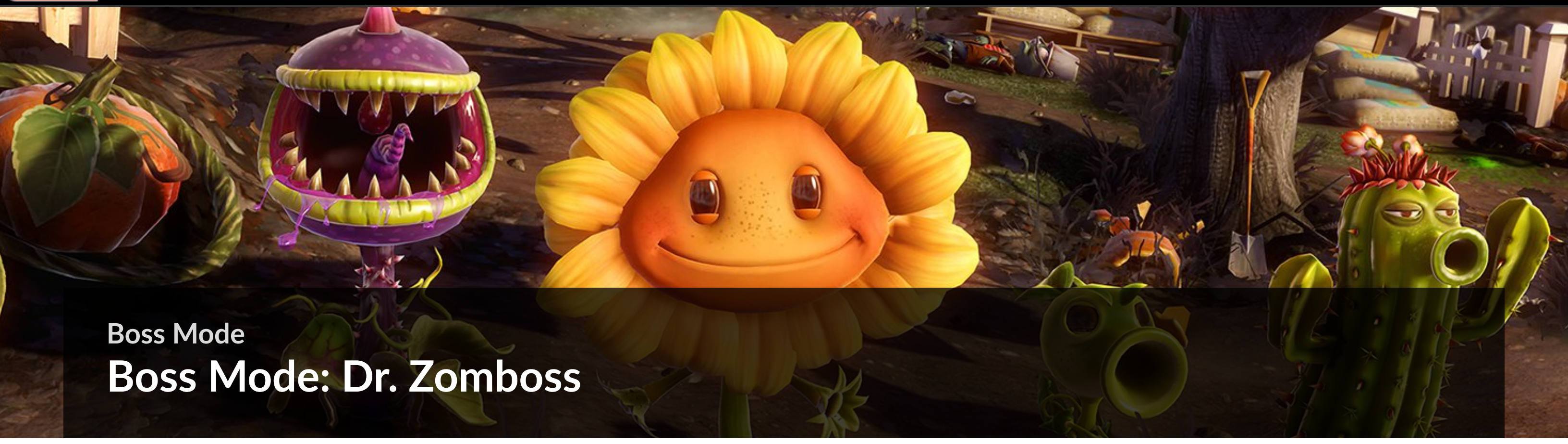
The only flower that can heal plants faster than the standard Heal Flower is the Twin Heal Flower.

- **Cost:** 100 Sunlight

Airstrike: Cherry Strike

Launch a devastating barrage of corn at unsuspecting zombies below.

- **Cost:** 250 Sunlight



Boss Mode

Boss Mode: Dr. Zomboss

Dr. Zomboss will not sit idle while his zombies fight for brainz; he will watch from the skies and render assistance by deploying his latest Zomboss Tech into the battlefield.

Spotting: Superb Zomboss Radar

Drop these Superb Radar Stations around the map. They will track the location of all nearby plants and relay that info to the rest of your team.

- **Cost:** 75 Brainz

Resurrect: Reviving Brainz BBQ

Nothing gets KO'd zombies up faster than the fresh scent of BBQ brainz. Drop this near KO'd zombies for it to take effect.

- **Cost:** 250 Brainz

Heal: Zomboss Healing Station

This new and improved healing station can heal zombies more efficiently than the crummy ones Dr. Zomboss gave the Scientist Zombie.

- **Cost:** 100 Brainz

Airstrike: Cone Strike

Nobody suspects traffic cones with BOMBS in them! Drop them on the plants below and laugh heartily as they are vanquished!

- **Cost:** 250 Brainz

Using Your Boss Abilities

Spotting

This is one of the most important Boss abilities, and the cheapest. For a mere 75 resource points, you can give everyone on your team the enemy's exact positions within a certain radius of your deployed Spotting station. Use it near locations where you're seeing a lot of your own allies get vanquished, or use it near known locations where players like to hole up. Players near a Spotting station should destroy them as quickly as possible, to deny the enemy valuable information.

Heal

Heal stations should be deployed to help groups of coordinated players that are trying to hold a particular position. However, you can also use this in anticipation of allies moving into an area after beating a group of troops to help them recover after a nasty fight. For players on the ground, Heal stations should become priority targets as soon as they appear, to prevent them from assisting the enemy too much for too long.

Resurrect

During games of Gardens and Graveyards, the ability to get your troops back up and running quickly can make all the difference in the world, occasionally deciding the ultimate conclusion of a match. At 250 resource points, oftentimes your choice between an Airstrike or a Resurrect boost will lean heavily toward the Resurrect.

Airstrike

For 250 resource points, you can deny an area to the enemy temporarily with an exceedingly powerful time-delayed explosive barrage. Any hostile player caught in the middle of the blast will be vanquished almost certainly; however, the Airstrike falls over a wide area and you can only target a general location, never anything as specific as a single player. Furthermore, the delay just before the Cherry Strike or Cone Strike detonates gives players who are fast on their feet a chance to escape unharmed.

How to Play (in the Garden)

Introduction

Whether you've made up your mind to fulfill the will of Dr. Zomboss or to protect the fields for Crazy Dave, knowing the rules of battle is an absolute must. If you've never played a third-person shooter before, or just want a quick rundown of how this particular one works, study this section and you'll be a suburban soldier in no time.

How to Play (in the Garden)

Controls

Aim and Fire

Firing your weapon is key to your *Plants vs. Zombies Garden Warfare* offense. Press the Fire button to release the ammunition of your weapon toward wherever your targeting reticle points.

If you want a little extra accuracy with your shots, be sure to aim first! Press the Aim button to zoom in the camera. This allows you to make sure that you hit your target with the precision you desire.

Ability 1, Ability 2, and Ability 3

From special attacks to defensive maneuvers, your abilities are the cornerstone of what makes your character special. Press the Ability buttons to activate each one. Once you do, the icon for that ability dims, meaning that you won't be able to use that ability for a set amount of time. Once the icon for that ability is bright once more, feel free to unleash it again!

Move/Strafe

Movement is the most important function in *Plants vs. Zombies Garden Warfare*—without it, you're stuck in one spot and are an easy target! Movement can be done in a forward or backward direction, as well as left and right (strafing). You can also mix up and combine these movement directions for some sneaky custom maneuvers. Never let the enemy see you moving in a completely straight direction if you can help it.

Rotate/Look

You can look up and down to check for points of interest or even enemies that might be above or below your current position. Rotating the camera, meanwhile, allows you to look completely around yourself in 360 degrees.

Tip

Combine rotation with strafing and you can strafe in a circular motion around enemies—an essential combat technique in any shooting game, including this one.

Reload

Press the Reload button to replenish your ammunition, bringing it back to full capacity.

Tip

Always reload when you know your surroundings are safe. The last thing you want is to be low on ammunition when a clash takes place, or even worse—run out of ammo during it!

Jump

Press the Jump button to launch your plant or zombie a short distance into the air. Jumping allows you to reach higher places. Jumping repeatedly is also a good way to ensure that you're a moving, unreliable target that can be harder to hit.

Tip

Some characters such as the Peashooter and Zombie Foot Soldier have abilities that allow them to jump extra high! Exploit these characters and abilities to gain better control of the battlefield.

Scoreboard

Press this button to take a look at how your team—and individual teammates—are faring versus your opponents.

Pause Menu

Access the pause menu to adjust your in-game options, refer to the help documents, respawn as a new character, or quit the game you're playing altogether.

Caution

The overall game does not pause when you do. Make sure you use this function in a safe area on the map when playing with others.

Interact

Interaction can sometimes prove beneficial to you and your teammates by allowing you to activate or deactivate defenses, or trigger mission-specific devices, for example. Approach any usable object in the game and press the Interact button when prompted to do so in the designated manner.

More Important than You Think

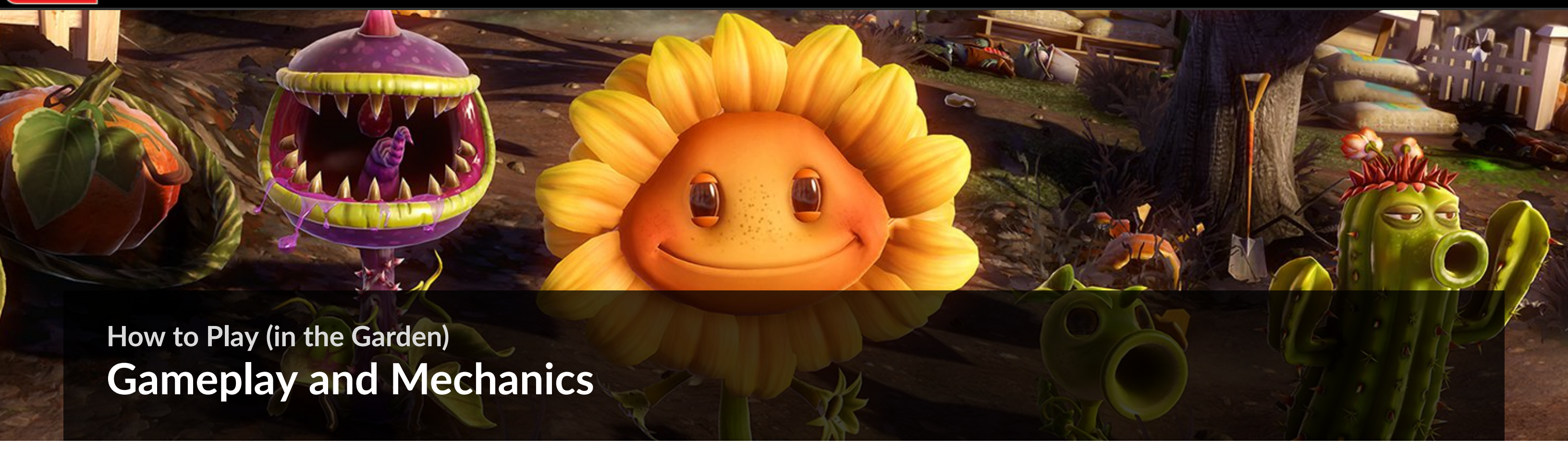
Interaction can be used to build defenses as a Zombie Engineer, or summon Spawnable Plants and Spawnable Zombies. However, by far the best use is the ability to revive your teammates by holding the Interact button over their downed forms when they fall in battle. You only have a limited time to do so, however, so act fast!

Gestures

Up to four gestures from a character's customize menu can be assigned to these buttons. Taunt your opponents whenever you wish with mad, bad, and crazy moves! Keep in mind that you're vulnerable while busting a move, so be sure you're completely safe—you don't want to be eating crow.

Note

The controls change for Boss Mode! Check the Boss Mode section for a rundown on the controls there!



How to Play (in the Garden)

Gameplay and Mechanics

Information is one of the foundations of any good stage of warfare, and Gardens are no exception. Your screen is host to a wealth of personal information that will help you adjust to your current situation. Learn to recognize all of it at a moment's notice.

Interface

Every single piece of information on your heads-up display (HUD) is there to let you know your personal status. Always keep track of it so that you can do whatever must be done to avoid being vanquished!

Health

Your health is represented numerically. Your job is to make sure it does not deplete to 0. You can do this by making sure enemy fire doesn't hit you, and by using healers such as Sunflowers or Zombie Heal Stations to replenish it. Different types of weapons and enemy fire deal different amounts of damage to your Health—keep this in mind!

Note

Don't let the opposition make a meal of you! As you take damage, the screen reddens to indicate that you're injured, and your health number decreases. The heart symbol in the lower-left corner of the screen will also start beating hard and become heavily bandaged, letting you know you need to heal up fast!

Tip

Move yourself away from direct combat to regenerate up to half of your overall health. You can also look for a Sunflower or Zombie Heal Station to regain health.

Abilities

These are the abilities that your character is currently outfitted with. Whenever you use an ability, its icon goes dark and you'll have to wait a certain amount of time before you can use it again.

Tip

Some abilities can be used more than once before having to be recharged. Look for the number near the ability's icon to see how many uses you have left!

Weapons

Much like abilities, weapons are one of the things that make a character special. Each one operates in a different manner and can inflict different sorts of damage.

Ammo

This tells you how many more times you can fire your weapon before you absolutely must reload. Different weapons consume different amounts of ammo with each use.

Reticle

The crosshair in the center of the screen lets you know where your attacks will be aimed once you launch them. Moving yourself, moving the camera, or zooming in and out will have an effect on the reticle's position, and in turn, your attack location.

Vanquish Notification

When a player is vanquished, this notification will briefly pop up saying who was vanquished, who did the vanquishing, and in what manner (weapon, ability, etc.) the vanquishing took place. If you see someone on a streak or using the same sort of weapon over again, try to counter it with a specific character or weapon of your own.

Objective

The objective is simply your goal in whichever *Plants* vs. *Zombies Garden Warfare* match you're playing. This can vary from mode to mode, listed below.

Garden Health (Garden Ops)

The health of the Garden that the plants defend in Garden Ops. The more zombies inflict damage on the Garden, the more the health meter goes down.

Score (Team Vanquish)

Shows vanquish counts for plants and zombies in Team Vanquish mode. Plants and zombies vie for the center trophy from each side of the score bar shown.

Progress Meter (Gardens and Graveyards)

The progress that zombies have made toward completing their objective in Gardens and Graveyards. The closer zombies come to conquering a plant Garden or taking down a plant stronghold, the more this bar increases in their favor.

Team HUD (Garden Ops Only)

The upper-left of the HUD shows you the status of the players on your team during Garden Ops. Making sure your team isn't in serious trouble is key to surviving this mode, so keep an eye on it.

Character Selection Screen

Before each match begins, whenever you are vanquished, or when you choose to respawn, you have the opportunity to choose a new character depending which team you are on (plants or zombies) from the ones you've already unlocked. This is where your knowledge of the battlefield comes into play—be sure to pick characters that you know are strong against the ones you've been facing!

Special Damage and Effects

Some character Classes inflict special types of damage using their weapons. Fire, for example, sets opponents aflame, causing them to lose health as they burn. Ice damage can freeze opponents in their tracks. There are many other types of special damage, and effects vary from character to character. To get a better idea of which character Classes do which type of damage and how that damage affects other characters, refer to the Characters chapter.

Spotting

When an enemy is spotted, an icon appears above their heads that you and all of your teammates can see. This is, of course, quite dangerous for the enemy, as this icon tracks them through walls and has little regard for distance, thus constantly providing your team with a general idea of where said enemy is. Hunt them down and vanquish at will, but always be wary of any support that the enemy might have!

To spot an enemy, simply gain a clear line of sight of them with your character. The rest takes care of itself.

How to Play (in the Garden)

Game Types and Modes

Plants vs. Zombies Garden Warfare has a variety of modes, but look closer and you'll see that each of them boils down into one of a limited pool of game types. In addition, there are a couple of other related game modes. Read up on them below.

Welcome Mat

If you're new to the game, get your feet wet in the Welcome Mat. This mode is a great place to get started and learn the ropes. Welcome Mat lets you play in Team Vanquish on the Suburban Flats map, with the added rule that players who are repeatedly vanquished several times in a row will get a boost in their overall health when respawning. As you level up in Welcome Mat, new game modes will open up to you.

Garden Ops

Plant a Garden in any of the map's designated areas, and protect it from the zombies! Much like the original *Plants vs. Zombies* games, zombies will attack your Garden in increasingly difficult waves, and it's up to you and your fellow plants to fend them off using all of the characters and tools at your disposal! You can find out more about the ins and outs of Garden Ops in the Co-Op section.

Team Vanquish

Want to just quickly jump in and get into silly fights with your friends and people around the world? Play Team Vanquish and become part of a plant or zombie squad with just one objective: score enough vanquishes for your team! You can find out more about Team Vanquish in the Team Vanquish section.

Note

A classic variation of Team Vanquish also exists. It disallows the use of character customizations and upgrades.

Gardens and Graveyards

Gardens and Graveyards is the most involved game type. Play as the plants or the zombies in a bid to protect or conquer an entire huge territory in phases! As zombies, you must push ever forward to the plants' stronghold; as the plants, you must defend or be constantly pushed back! Which faction will be victorious? The answer is, as always, up to you.

Note

A classic variation of Gardens and Graveyards also exists. It disallows the use of character customizations and upgrades.

Split Screen

Split Screen is perfect if you have a friend nearby. Grab your controllers and prepare to engage in an endless "survival" rendition of Garden Ops! Waves of zombies will approach, each one more dangerous than the last, until you and your Garden fall! How long can you protect it?

Note

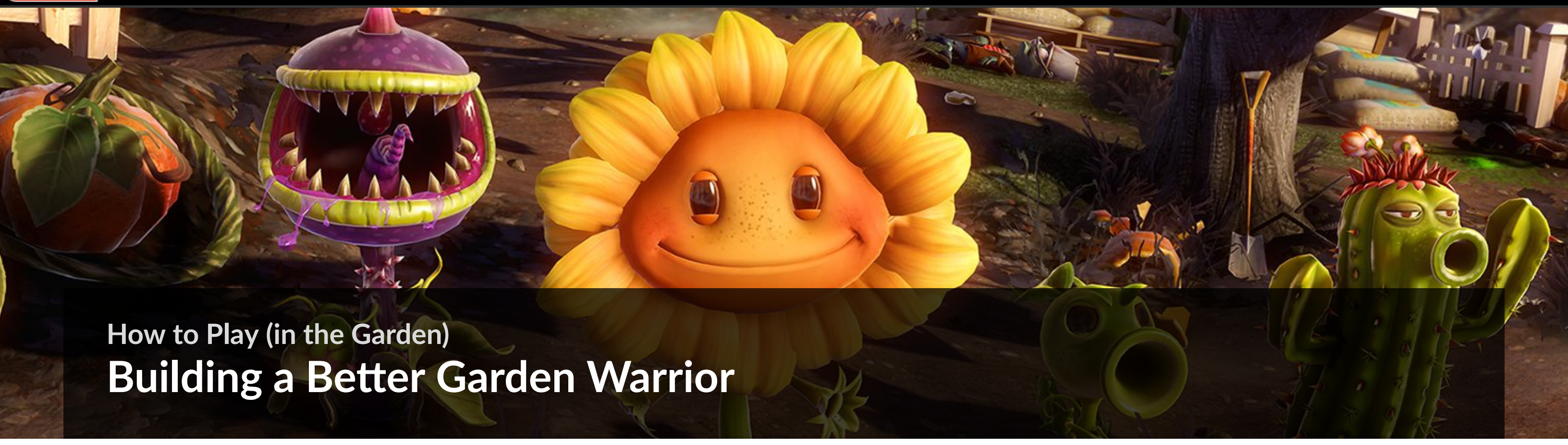
Split Screen is an Xbox One exclusive mode.

Boss Mode

Love yourself some *Plants vs. Zombies Garden Warfare* but prefer to take a more hands-off or cerebral approach? Sink your teeth into Boss Mode! Play as Dr. Zomboss or Crazy Dave, and use hand movements and gestures to help out your fellow zombies or plants who are fighting in real time with aids such as health drops and airstrikes!

Note

Boss Mode is an Xbox One exclusive mode.



How to Play (in the Garden)

Building a Better Garden Warrior

As you play through more of the game, you'll be able to unlock character Classes, characters, Spawnables and upgrades. Here's a quick rundown on how to do it. For a more in-depth explanation, refer to the Sticker Shop section.

PvZ Coins

PvZ coins are obtained by fulfilling certain conditions during Garden Ops, Gardens and Graveyards, and Team Vanquish. These can be used as currency in the Sticker Shop, explained below.

Stickers

Stickers are the key to upgrading your squad. By collecting differently labeled stickers, players are able to collect customization items, Spawnable Plants and Zombies, weapon upgrades, and new characters, which are then filled out in the Sticker Book.

Packs

Whether you need an addition to your arsenal or just some decorative items, you'll find all kinds of goodies in packs such as Level-Up Packs and Reinforcements Packs. Packs contain consumable and customization items. Consumables are limited use and include things like Skip Challenge stars, uses of Spawnable Plants and Spawnable Zombies, and self-revives (Garden Ops only). Items contained in these packs range from common to super rare. You can grab packs in the Sticker Shop, explained below.

The Sticker Shop

The Sticker Shop is where players can pick up their all-important stickers! Stickers can be obtained via Level-Up Packs, which show up once your player Rank has increased, or by purchasing *Plants vs. Zombies Garden Warfare* packs with PvZ coins.

Player Rank

Increase your player rank by leveling up your characters. As your player rank increases, you'll be able to grab Level-Up Packs from the Sticker Shop, as well as access more game modes.

Customizations

Customizing your character allows it to change its appearance and actions. Depending on the character, you can change weapons, skin, hair, and even taunt-like gestures. Create the perfect plant or zombie to suit your personality, and seal that identity by vanquishing all you see.

Character Challenges

Character challenges are objectives that can be completed in select game modes, and can be anything ranging from resurrecting a certain number of teammates to vanquishing a certain number of foes.

Completing challenges earns you stars, which fill out level packs. A character's level increases when you fill in all of the stars in your current level pack. Leveling characters not only brings them closer to upgrades, but also increases your player rank and awards you with PvZ coins and special packs!

You can track your progress for your current character's challenges in the pause menu. When you beat a challenge, a status bar appears onscreen to show that you've completed it, and you'll instantly receive your reward in stars!

Tip

When you have a Skip Challenge star in your hand, no challenge is safe! Skip Challenge stars let you skip challenges that don't interest you and play to your skill set. When you earn a Skip Challenge star, you can apply it to any challenge to automatically beat it and earn its star reward.

Bonus Objectives

Occasionally during Garden Ops mode, Crazy Dave will give you bonus objectives during some waves. Pay attention to what he says and complete these objectives to earn extra PvZ coins for use in the Sticker Shop.

How to Play (in the Garden)

Tips and Tactics

Optimal performance in *Plants vs. Zombies Garden Warfare*, like any other competitive game, relies on a few indispensable rules of thumb. These rules may seem obvious upon reading, but it's easy to forget the fundamentals in the heat of battle. Don't be one of those people, and you'll see your win counter skyrocket.

Know Your Classes and Characters

Playing *Plants vs. Zombies Garden Warfare* means you'll have your pick of a whole bunch of Classes and characters! Some are invaluable for certain maps; others are specialized toward particular situations and personal play styles. To rule Suburbia, it's your job to examine each Class's strengths and weaknesses carefully, and know them all inside and out.

Each time you're vanquished, you have the opportunity to change to a different skill set by way of a different character Class. Don't underestimate just how powerful this ability is!

If you want to get a jump on things, refer to the Characters chapter for a rundown of every character and Class in the game.

Know Your Support

Much like with character Classes, knowing which Spawnables to place where on your chosen map can lead to victory while letting your hands get far less dirty! Take note of the opposing character Classes on the field, as well as the territory you're currently dealing with, and make your summon choices accordingly. Then, once you've created an impenetrable defense, move in for the vanquish yourself!

Spawnable Plants and Zombies are also covered in the Characters chapter, so go ahead and use it as a handy reference.

Know Your Map

Plants vs. Zombies Garden Warfare doesn't have a great many maps, which makes them perfect for close study. Play the game often and take note of special things such as where your Spawnables can be created, chokepoints that can control the map, high points where it might be easy to get the drop on the enemy, and ways to defend your bases and allies.

You'll find ample examples of map coverage in this guide, but taking the time to formulate your own map strategies for different situations will be one of the best decisions you ever make.

Know How to Use Cover

This goes hand-in-hand with knowing your map. When the enemy's marching for your territory, make sure you know where to hide and which surfaces around you can block shots, so you can either fire back or make a sneaky counterattack. *Plants vs. Zombies Garden Warfare* doesn't have a crouching function, so you can't hide behind short boxes and the like, but you'd be surprised how valuable that wall not 10 feet away from you is, and how easy it is to peer your weapon's sight around it so you won't be helpless.

Know Your Teammates

Playing with people you know? Great! Learn their style of play so that you can complement or augment it. If one of you likes to rush into enemy territory, another might want to be a sniper to provide backup or medical support. *Plants vs. Zombies Garden Warfare* is all about combinations, so talk them out before, during, and after battle—and don't be afraid to experiment!

Know How to Communicate

This is arguably the greatest skill on this list. Pretty much all of *Plants vs. Zombies Garden Warfare* requires that you work in a team, and communication is important, especially if you don't know your teammates. Playing split screen? Don't be afraid to shout out orders or pull your partner aside to run strategies. If you're playing online, then it's even more important to be able to speak out on the fly (though try not to shout) about the locations of yourself and others, locations of the enemy and defenses, and your overall game plan.

Most importantly, however, be civil and cordial! It's the easiest way to make sure your input is valued amongst your teammates.

New Map! Cactus Canyon

Cactus Canyon

The Zombies have crash-landed in the desert, near a top-secret Plant research facility under the golf course. If the Plants don't stop them, they'll ruin everything!

Phase 1: Crash Site

Points of Interest

[1][2] Zombies: More than the other Gardens and Graveyards maps, the ball is in the Zombies' court in Coastal Canyon, with several tools being given to them to ensure a swift and decisive victory. The crash site provides several excellent places to hide or use as cover on the way to the Plants' Garden. Whether you stick to the ground or take to the sky, always switch up your paths to make sure Plants don't know when, or from where, you'll be coming.

[3] Zombies: Keep a lookout while planting the Teleporter here, as Plants can and will assault you from the high ground.

Plants: Take your Peashooters, use Hyper, and get the drop on Zombies trying to build Teleporters here. The Zombies don't have to cover much ground to get to your Garden—you want to make it as hard as possible.

[4] Plants: More than the other Gardens and Graveyards maps, if you're playing as a Plant on Coastal Canyon, you will absolutely be on the defensive. The big advantage you have here, however, is that barring the golf course, these territories are small. So long as you spread out your forces to the rear and sides, you'll be able to easily see Zombies approaching and be in a position to do something about it.

[5] Plants: There are a lot of nooks and crannies to police on the crash site. Set up a couple of Bamboo Shoots near the base, keeping an ample amount of backup spread out for them. With your remaining forces, use scouts to venture forward to flush out hiding Zombies, and shut down any completed Teleporters!

Phase 2: Trailer Park

Points of Interest

[1] Zombies: This house is one of the better lookout points for this phase. Get your Foot Soldiers ready, but don't keep them there for too long—long-ranged characters aside, you'll want a front-row seat to the heavy action this phase will see.

[2][3] Zombies: These walkways are where most of the fighting will take place, and there will be a lot of it. What you want to do is take control of this area so that you'll have ample territory from which to make a move on the Garden. Get your Teleporters built as fast as possible, swarm the area in any horizontal formation you can, and close in. Use the elevated platforms as much as possible as well on your approach, because the Plants will definitely be doing so on defense.

Plants: As with the Zombies, you want to control the middle of this area at all costs. If you can, it's much easier to establish a defensive wall and keep Zombies away from your Garden. Use characters that have very good stopping power, such as Fire Peashooters, or characters with rapid-fire weapons. Set any traps you can as well, and make sure your Teleporter gets built.

[4] Plants: This will be your primary or secondary line of defense, depending on how well you've managed with the walkways in the middle. Even if those walkways fall to Zombies, make sure this area doesn't.

Zombies: If you can inch forward and take this area, the phase is pretty much yours. Use Teleporters to your advantage.

[5] Plants: There are areas behind your Garden that you can use for an elevated defense. However, the area in front should still be your biggest priority in terms of establishing a presence. Don't forget to keep eyes on the extreme left and right areas as well.

Phase 3: Suburbs

Points of Interest

[1] Zombies: This is another phase where a lot of your fighting will be elevated. Place your Foot Soldiers on the rooftops while using your other characters to weave through the buildings, using any walls you see for cover as you approach the Garden. If you can get long-range characters on the rooftops, so much the better.

[2][3] Zombies: As implied above, the Suburbs are very much a maze of walls, vehicles, and buildings. These will eventually be your best friends, but when you first play this map they will be your worst enemies, especially if the Plants know them better than you. If you're a Foot Soldier, take the top route. Engineers can Jackhammer to cover the ground route quickly. Your top priority is getting to know this maze, because it will eventually yield all of your lookouts from which to spy on the Garden's weak points that are vulnerable to flanking.

[4] Plants: Your Garden is actually pretty well walled in, but you also have obvious open spots from where Zombies can approach. Watch all of these places, and watch the skies for Zombot Drones as well. During this phase, you're going to want to hold what little territory you have as fast as possible, from your Garden to the buildings in front. Past those buildings is a maze, making scouting very dangerous and something that should only be attempted if you're confident in your knowledge of the map and are very proficient in handling unexpected combat situations. It might be best to just lay traps near the exits leading to your Garden instead.

Phase 4: Resort

Points of Interest

[1] Zombies: Foot Soldiers can actually Rocket Jump up to these rocks to get a good view of the entry to the main battlefield.

[2] Zombies: As far as approaches to the Garden go, going straight up the middle isn't the best of ideas, especially given the narrow chokepoint. You're better off going through the sides unless you're trying to distract the enemy.

Plants: Smart Zombies probably won't be trying to come up through the middle too much, but that doesn't mean you shouldn't watch the area or plant traps here.

[3][4] Zombies: You'll be seeing these two buildings a lot, from the inside and outside. Swarm them, own them. The exits that flank the Garden are your conduits to victory.

Plants: These two buildings are your worst enemies. You have two choices—set up an exceptionally tight defense around your Garden, or play cat-and-mouse with the Zombies inside of said buildings. Either tactic is equally valid, but if you want to, say, disable the Zombies' Teleporter, you'll have to get your pea stalks dirty.

[5] Plants: You'll have your work cut out for you defense-wise, especially with the building exits that flank you from both sides. At a minimum, what you'll want to do is spread out a little ways from your Garden, run around, and cover as much of the immediate area as you can, heading off Zombies at the pass. If you're confident, go inside buildings and flush Zombies out instead of waiting for them to come to you. If you're extra confident, go through those buildings and take out the Teleporter on the other side.

Phase 5: Golf Course

Points of Interest

[1] Zombies: Welcome to the wackiest Plants vs. Zombies: Garden Warfare setpiece yet! The rules of the golf course are as follows: As the Zombies, you must physically push a giant golf ball along a long path until it reaches a hole at the end. Make sure at least one Zombie is touching it, or the ball stops moving. It sounds easy, except for two problems. The first is that you have a time limit. The second is below.

Plants: You are the Zombies' second problem. You are hereby authorized to vanquish any Zombie that you see with impunity so that there are none around to push the golf ball. Lay all traps, fire all the peas, bring the chaos!

[2][3] Zombies: At these locations are checkpoints which will give you more time to push the ball into the hole. Once you cross them, you can rest easy for all of three seconds.

Plants: The checkpoints are marked by bridges, and are some of the best places to stop the Zombies' plans. More so than on the rest of the golf course, traps are key because of the walls on either side of the bridges. Set up Tallnut Battlements, Potato Mines, Spikeweeds, anything you can think of. Of course, keep vanquishing Zombies the old-fashioned way, too!

[4] Zombies: You're almost there! Of course, the underpass here carries the same amount of danger as any of the bridges, so keep your Zombies extra vigilant, and always support your ball pushers!

Plants: If the gloves weren't already off, take them off here. Chili Bean Bomb like crazy, especially at the underpass where Zombies have little chance to escape. Do your best to wipe out every Zombie you see with traps and primary weapon fire. Otherwise it won't be long before they win!

Zomboss Down NEW DLC

Plants

Available Upgrades

- **Quick Draw: Practice at the range has improved his reload time.**
- **Lightning Reflexes: Watching an Old West movie marathon has improved his reload time.**
- **Extra Lead: These peas are packed with extra lead, increasing their damage.**

Law Pea

Wherever there is injustice, you will find him. Wherever there is suffering, he'll be there! Wherever liberty is threatened, you will find… the Law Pea! Only available from 9am to 6pm, Monday to Thursday and also not available on Holidays.

Primary Weapon: Six Shooter

The Law Pea is an absolute master of mid- to long-range combat. His peas move somewhat slowly and you only get six shots before having to reload. The trade-off is that they pack a massive punch, even before factoring in Critical Hits. Use your power to back up your Plant buddies. If you're confident in your shooting skills, you can take down Zombies in single combat with ease. Just mind your ammo count! Not even upgrades increase it.

Accessories

Gestures

Hats

Organics

Tattoos

Available Upgrades

- **Cobra-like Reflexes: By watching snakes at the zoo, she has found new techniques to reload faster.**
- **Solar Prism: The solar prism concentrates more sun energy, increasing ammo.**
- **Calibrated Snake Gems: A new technique to cut snake gems increases the intensity of the heat released, providing a boost to damage.**

Sun Pharaoh

Little was known about the Sun Pharaoh until her sunflower-shaped pyramid was discovered in the early eighteenth century. According to the local hieroglyphs she enjoyed long walks on the beach, had many catnip companions and enjoyed eating chicken salad sandwiches.

Primary Weapon: Cobra Laser

There's a certain weapon in many other shooters that behaves exactly like the Cobra Laser, so those comfortable with it in those games will be right at home here. The Cobra Laser fires a rapid three-shot burst that does fixed damage per hit over a very long range. Great for pinning Zombies down!

Accessories

Gestures

Hats

Organics

Tattoos

Available Upgrades

- **Emptied Pockets: Emptying out his pockets has lightened the load, and allows him to move faster.**
- **Iron Stomach: Zombies cause indigestion! Having iron stomach-plating makes the agony pass a little quicker.**
- **Balanced Breakfast: Now that he eats a balanced breakfast every morning, he's feeling healthier than ever.**

Armor Chomper

Every morning, the Armor Chomper dons his suit of armor and prepares for battle. He tries to lube up his joints during respawns so he doesn't sound too creaky.

Primary Weapon: Metal Chomp

As you would expect from a Plant running around in a hulking suit of armor, the Armor Chomper moves a little more slowly than your average Chomper. However, with his massive health, you won't even care. Close in on crowds of Zombies with your health advantage, use the Burrow to snake around or through, and choose your Chomp targets! If you want to be extra mean, have a Sunflower close by healing you as you move in for the vanquish.

Accessories

Gestures

Hats

Organics

Tattoos

Available Upgrades

- **Steely Gaze: Staring down Zombies in an even more fierce fashion improves her reload time.**
- **Fancier Bandolier: Stitched some extra slots in her bandolier, increasing ammo capacity.**
- **Sharpened Needles: Sharpening her needles has increased their damage. She can't believe she didn't think of that earlier.**

Bandit Cactus

After robbing the Zomboss Express the Bandit Cactus retired, investing her loot in a fix-er-up resort hotel where she spends the majority of time greeting guests and apologizing about the shoddy accommodations.

Primary Weapon: Gatling Needle

The Gatling Needle fires long-ranged rapid-fire needles that do decent damage for the output. If you like sniping, but wish the practice weren't so slow-paced and want to move around a bit, the Bandit Cactus is here for you.

Accessories

Gestures

Hats

Organics

Tattoos

New Consumable Plants

Bamboo Shoot

The Bamboo Shoot shoots bamboo shoots. How many shoots can a Bamboo Shoot shoot?

The ultimate in Garden defense, Bamboo Shoots are pretty much the same as a Corn Strike, except they do the aiming for you! Rain down Plant-based pain on Zombies from above! Always have one or two near every Garden, but make sure to give them some backup, as they aim slower than Zombies can move.

Fire Peashooter

Shoots Zombies with flaming peas, which causes burning damage over time.

Cut down crowds of invading Zombies in less time with multiple Fire Peashooters around. Their peas eat away at Zombie health, making them ultra-useful.

Ice Peashooter

He freezes Zombies in place, showing off how “cool” he is. Plants just roll their eyes.

Like the Fire Peashooter, the Ice Peashooter is most useful in high numbers, as it takes multiple shots to freeze Zombies in place.

Available Upgrades

- Ace Pilot Training: Finally passed the Zomboss Pilot Academy with flying colors. Can reload faster than ever!
- Added Payload: He loaded up with more payload before takeoff, increasing his ammo.
- Super Sonic Ammo: This ammo breaks the sound barrier, increasing the damage on impact.

Sky Trooper

After losing his qualification as a section leader three times the Sky Trooper finally earned his wings. Unfortunately, his ego writes checks his body can't cash.

Primary Weapon: Danger Zone

Do you feel the need for speed? Do you like being able to take out Plants before they even know what hit them? Pick the Sky Trooper and never look back. The Danger Zone's shots are fast, fast, fast! They're good for spraying an area, but if you concentrate your fire on a single target, the results are devastating.

Accessories

Gestures

Hats

Facial Hair

Weapon Skins

Available Upgrades

- Better Work Ethic: Reload times are faster than usual after deciding to take his job more seriously and giving it 110% every day.
- Extra Canisters: Before work, he grabbed some extra canisters, increasing his ammo. Good to go!
- Improved Formula: Zomboss Chemical Labs has a new-and-improved formula, with extra damaging green stuff.

Landscaper

Keeping things tidy, keeping things neat, he rakes up the garbage and nibbles your feet!

Primary Weapon: Weed Buster

The Weed Buster's strength lies in its excellent splash damage, which can Critical Hit multiple targets at once when well aimed. True to his name, aim for the ground near Plants for best results.

Accessories

Gestures

Hats

Facial Hair

Weapon Skins

Available Upgrades

- Rapidifying Relic: This mysterious relic of Zombie history has made reloading even faster.
- Expanded Treasure Bucket: He is now filling his treasure bucket to the brim, increasing his ammo.
- Loot Fragmenter: An amazing new discovery: Smashing the treasure into broken bits has improved his damage.

Archaeologist

On July 17th, 1893 he discovered the first ever complete Chomposaurus Rex skeleton. On July 18th he forgot where he left it.

Primary Weapon: Excavator

This gun shoots golden relics that work well up close and at midrange, and do good damage. You'll have to get in somewhat close to your target, but once you do, the Excavator's versatility allows you to dance around them all day while firing shots.

Accessories

Gestures

Hats

Facial Hair

Weapon Skins

Available Upgrades

- Bell Coolant: Arctic Bell Coolant makes it take a bit longer for his weapon to overheat.
- Winning Attitude: After a pep talk from his personal trainer, he is recovering from overheating much faster these days.
- Hardened Plastic: Upgrading from the cheap knock-off supplier, the action figures now do more damage.

Wrestling Star

His Super-Driving-Sleeper-Lunge move is trademarked and cannot be used, mentioned, or otherwise copied in any way without his express permission.

Primary Weapon: Piledriver

The Piledriver is an odd duck. At first glance it appears to have a far slower output than other All-Star guns, and it overheats more quickly. Then you realize that every Wrestling Figure that hits does tons of damage. The Wrestling Star is all about picking your shots, rather than indiscriminately spraying areas and hoping you get a lucky hit.

Accessories

Gestures

Hats

Facial Hair

Weapon Skins

All-Star Challenges

Stars Req	Challenge Name	Challenge Description
15	Level 20	Random
	Running of the Gnomes	Plant 3 Gnome Bombs
	Mix n' Match	Summon 3 Barrel Pirates
	Plant Vanquish Master	Vanquish 2 Sunflowers with your Primary Weapon without being KO'd
	Plant Vanquisher	Vanquish 10 Chompers
	Plant Vanquish Master	Vanquish 10 Sunflowers with your Primary Weapon
	Player Vanquisher	Vanquish 10 Players with your Primary Weapon
	Plant Vanquish Master	Vanquish 2 Sunflowers with Sprint Tackles in a session
	Plant Vanquish Master	Vanquish 10 Chompers with your Primary Weapon
	Player Vanquisher	Vanquish 5 Players with Imp Punts
	Player Vanquisher	Vanquish 5 Players with Sprint Tackles
	Tackle Dummy	Deploy 10 Shields
	Plant Vanquish Master	Vanquish 2 Peashooters with your Primary Weapon in a session
	Plant Vanquish Master	Vanquish 5 Cacti with Sprint Tackles
	Player Vanquisher	Vanquish 3 Players with your Primary Weapon without being KO"d
	Player Vanquisher	Vanquish 2 Peashooters with Imp Punts in a session
15	Level 21	Random
	Gnome Bomber	Pick up 3 Gnome Bombs
	Mix n' Match	Summon 3 Screendoor Zombies
	Sacking the Enemy	Vanquish 2 Plants with a Sprint Tackle 3 times
	Field Goal	Vanquish 2 Plants with an Imp Punt 3 times
	Plant Vanquish Master	Vanquish 5 Chompers with Sprint Tackles
	Player Vanquisher	Vanquish 3 Players with Imp Punts in a session
	Player Vanquisher	Vanquish 10 Players
	Player Vanquisher	Vanquish 3 Players with Sprint Tackles in a session
	Player Vanquisher	Vanquish 5 Players with your Primary Weapon in a session
	Plant Vanquish Master	Vanquish 5 Peashooters with Sprint Tackles
	Plant Vanquish Master	Vanquish 5 Chompers with Imp Punts
	Plant Vanquisher	Vanquish 10 Peashooters
	Plant Vanquish Master	Vanquish 10 Cacti with your Primary Weapon
	Plant Vanquish Master	Vanquish 5 Sunflowers with Imp Punts
	Plant Vanquisher	Vanquish 2 Chompers without being KO'd
15	Level 22	Random
	Drop That Gnome	Vanquish 3 Gnome Bomb Carriers
	Mix n' Match	Summon 3 Map Pirates
	Field Goal	Vanquish 2 Plants with an Imp Punt 5 times
	Sacking the Enemy	Vanquish 2 Plants with a Sprint Tackle 5 times
	Tackle Dummy	Deploy 15 Shields
	Plant Vanquish Master	Vanquish 2 Peashooters with Imp Punts in a session
	Player Vanquisher	Vanquish 10 Players with Sprint Tackles
	Plant Vanquish Master	Vanquish 5 Chompers with the Baseball Cannon
	Plant Vanquish Master	Vanquish 5 Peashooters with Sprint Tackles
	Player Vanquisher	Vanquish 3 Players with the Baseball Cannon without being KO'd
	Player Vanquisher	Vanquish 10 Players with the Baseball Cannon
	Player Vanquisher	Vanquish 10 Players with Imp Punts
	Plant Vanquish Master	Vanquish 2 Cacti with the Baseball Cannon in a session
	Plant Vanquish Master	Vanquish 5 Sunflowers with the Baseball Cannon
	Plant Vanquish Master	Vanquish 5 Cacti with Imp Punts

Scientist Challenges

Stars Req	Challenge Name	Challenge Description
15	Level 20	Random
	Gnome Bomber	Pick up 3 Gnome Bombs
	Mix n' Match	Summon 3 Map Pirates
	Player Vanquisher	Vanquish 10 Players
	Plant Vanquish Master	Vanquish 3 Peashooters with Sticky Explody Balls
	Plant Vanquish Master	Vanquish 10 Chompers with your Primary Weapon
	Plethora of Heals	Heal 5 different Teammates in a session
	Player Vanquisher	Vanquish 5 Players with Sticky Explody Balls
	Player Vanquisher	Vanquish 3 Players with your Primary Weapon without being KO'd
	Sneak Attack	Warp, then immediately Vanquish an Enemy 5 times
	Healing Station	Deploy 10 Healing Stations
	Warp Speed	Warp 20 times
	Plant Vanquish Master	Vanquish 2 Peashooters with your Primary Weapon in a session
	Plant Vanquish Master	Vanquish 10 Cacti with your Primary Weapon
	Mad Heals	Heal Teammates 10 times
	Plant Vanquisher	Vanquish 2 Sunflowers in a session
15	Level 21	Random
	Drop That Gnome	Vanquish 3 Gnome Bomb Carriers
	Mix n' Match	Summon 3 Outhouse Zombies
	Player Vanquisher	Vanquish 2 Players with Sticky Explody Balls in a session
	Player Vanquisher	Vanquish 5 Players with your Primary Weapon in a session
	Player Vanquisher	Vanquish 10 Players with your Primary Weapon
	Healing Station	Deploy 15 Healing Stations
	Sneak Attack	Warp, then immediately Vanquish an Enemy 10 times
	Plant Vanquish Master	Vanquish 2 Chompers with your Primary Weapon in a session
	Plant Vanquisher	Vanquish 10 Peashooters
	Plant Vanquish Master	Vanquish 3 Sunflowers with Sticky Explody Balls
	Mad Heals	Heal Teammates 5 times without being KO'd
	Plant Vanquisher	Vanquish 10 Cacti
	Plant Vanquish Master	Vanquish 3 Chompers with Sticky Explody Balls
	Just In Time	Heal a Teammate who is below 20 Health 3 times
	Plethora of Heals	Heal 10 different Teammates in a session
15	Level 22	Random
	Running of the Gnomes	Plant 3 Gnome Bombs
	Mix n' Match	Summon 3 Barrel Pirates
	Mad Heals	Heal Teammates 15 times in a session
	Plant Vanquish Master	Vanquish 3 Cacti with Sticky Explody Balls
	Player Vanquisher	Vanquish 10 Players with Sticky Explody Balls
	Sneak Attack	Warp, then immediately Vanquish an Enemy 15 times
	Plant Vanquish Master	Vanquish 5 Chompers with the Chemical Beaker Blaster
	Plant Vanquish Master	Vanquish 5 Cacti with the Chemical Beaker Blaster
	Player Vanquisher	Vanquish 3 Players with the Chemical Beaker Blaster without being KO"d
	Player Vanquisher	Vanquish 10 Players with the Chemical Beaker Blaster
	Healing Station	Deploy 20 Healing Stations
	Plant Vanquish Master	Vanquish 2 Peashooters with the Chemical Beaker Blaster in a session
	Plant Vanquish Master	Vanquish 2 Sunflowers with the Chemical Beaker Blaster in a session
	Plant Vanquish Master	Vanquish 2 Cacti with the Chemical Beaker Blaster in a session
	Just In Time	Heal a Teammate who is below 20 Health 5 times

Engineer

Engineer Challenges

Stars Req	Challenge Name	Challenge Description
15	Level 20	Random
	Stun Master	Stun a Sunflower 10 times
	Stun Master	Stun a Cactus 10 times
	Hammer Time	Vanquish 5 Plants while riding the Jackhammer
	Turbo Time	Damage a Plant 5 times with the Jackhammer
	Player Vanquisher	Vanquish 10 Players with your Primary Weapon
	Stun Master	Stun a Chomper 3 times in a session
	Player Vanquisher	Vanquish 3 Players with the Drone’s Cone Strike
	Player Vanquisher	Vanquish 3 Players with the Drone’s Laser Shot
	Running of the Gnomes	Plant 3 Gnome Bombs
	Plant Vanquish Master	Vanquish 10 Cacti with your Primary Weapon
	Plant Vanquish Master	Vanquish 10 Sunflowers with your Primary Weapon
	Plant Vanquish Master	Vanquish 2 Peashooters with your Primary Weapon in a session
	Mix n’ Match	Summon 3 Barrel Pirates
	Plant Vanquisher	Vanquish 2 Sunflowers without being KO’d
	Plant Vanquisher	Vanquish 10 Chompers
15	Level 21	Random
	Plant Vanquish Master	Vanquish 2 Sunflowers with your Primary Weapon in a session
	Mix n’ Match	Summon 3 Newspaper Zombies
	Gnome Bomber	Pick up 3 Gnome Bombs
	Player Vanquisher	Vanquish 2 Players with the Drone’s Laser Shot without being KO’d
	Player Vanquisher	Vanquish 3 Players with your Primary Weapon without being KO’d
	Stun Master	Stun a Sunflower 3 times in a session
	Stun Master	Stun a Peashooter 10 times
	Plant Vanquisher	Vanquish 10 Peashooters
	Weapon Master	Vanquish 5 Plants with the Drone
	Plant Vanquish Master	Vanquish 2 Cacti with your Primary Weapon in a session
	Plant Vanquisher	Vanquish 10 Cacti
	Turbo Time	Damage a Plant 10 times with the Jackhammer
	Stun Master	Stun a Cactus 3 times in a session
	Player Vanquisher	Vanquish 5 Players with your Primary Weapon in a session
	Stun Master	Stun a Chomper 3 times in a session
15	Level 22	Random
	Mix n’ Match	Summon 3 Map Pirates
	Drop That Gnome	Vanquish 3 Gnome Bomb Carriers
	Turbo Time	Damage a Plant 5 times with the Jackhammer in a session
	Plant Vanquish Master	Vanquish 5 Peashooters with the Welding Blaster
	Melting Plants	Burn a Chomper Player 25 times with the Welder
	Stun Master	Stun a Peashooter 3 times in a session
	Melting Plants	Burn a Sunflower Player 15 times with the Welder in a session
	Melting Plants	Burn a Peashooter Player 25 times with the Welder
	(Weapon) Master	Vanquish 10 Plants with the Drone
	Stun Master	Stun a Chomper 10 times
	Player Vanquisher	Vanquish 10 Players with the Welding Blaster
	Plant Vanquish Master	Vanquish 5 Cacti with the Welding Blaster
	Player Vanquisher	Vanquish 3 Players with the Welding Blaster without being KO”d
	Plant Vanquish Master	Vanquish 2 Chompers with the Welding Blaster in a session
	Melting Plants	Burn a Player 50 times with the Welder

Soldier Challenges

Stars Req	Challenge Name	Challenge Description
15	Level 20	Random
	Plant Vanquish Master	Vanquish 10 Peashooters with your Pirmary Weapon
	Drop That Gnome	Vanquish 3 Gnome Bomb Carriers
	Stink Screen	Damage a Peashooter 10 times with the Zombie Stink Cloud
	Plant Vanquish Master	Vanquish 2 Sunflowers with your Primary Weapon without being KO'd
	Stink Screen	Damage a Chomper 10 times with the Zombie Stink Cloud
	Player Vanquisher	Vanquish 5 Players with your Primary Weapon in a session
	Plant Vanquisher	Vanquish 10 Sunflowers
	Player Vanquisher	Vanquish 10 Chompers with your Primary Weapon
	Mix n' Match	Summon 3 Map Pirates
	Plant Vanquisher	Vanquish 10 Cacti
	Player Vanquisher	Vanquish 10 Players with your Primary Weapon
	Plant Vanquish Master	Vanquish 3 Chompers with the ZPG
	Plant Vanquish Master	Vanquish 2 Sunflowers with your Primary Weapon in a session
	Player Vanquisher	Vanquish 5 Players with the ZPG
	Stink Screen	Damage a Player 15 times with the Zombie Stink Cloud
15	Level 21	Random
	Player Vanquisher	Vanquish 3 Players with your Primary Weapon without being KO'd
	Plant Vanquisher	Vanquish 10 Chompers
	Mix n' Match	Summon 3 Barrel Pirates
	Running of the Gnomes	Plant 3 Gnome Bombs
	Stink Screen	Damage a Cactus 10 times with the Zombie Stink Cloud
	Plant Vanquish Master	Vanquish 3 Sunflowers with the ZPG
	Rocket Man	Rocket Jump, then immediately Vanquish an Enemy 3 times
	Stink Screen	Damage a Player 10 times with the Zombie Stink Cloud in a session
	Plant Vanquish Master	Vanquish 10 Sunflowers with your Primary Weapon
	Plant Vanquisher	Vanquish 10 Peashooters
	Clearing A Path	Vanquish 5 Plant Pots with the ZPG
	Stink Screen	Damage a Peashooter 5 times with the Zombie Stink Cloud in a session
	Plant Vanquish Master	Vanquish 2 Chompers with your Primary Weapon in a session
	Player Vanquisher	Vanquish 2 Players with the ZPG in a session
	Plant Vanquish Master	Vanquish 2 Cacti with your Primary Weapon in a session
15	Level 22	Random
	Player Vanquisher	Vanquish 10 Players with the Camo Surprise
	Plant Vanquish Master	Vanquish 3 Cacti with the ZPG
	You Can't See Me	Blind 10 Plant Pots using Zombie Stink Clouds
	Gnome Bomber	Pick up 3 Gnome Bombs
	Stink Screen	Damage a Chomper 5 times with the Zombie Stink Cloud in a session
	Plant Vanquish Master	Vanquish 2 Sunflowers with the Camo Surprise in a session
	Plant Vanquish Master	Vanquish 5 Chompers with the Camo Surprise
	Player Vanquisher	Vanquish 10 Players with the ZPG
	Stink Screen	Damage a Sunflower 10 times with the Zombie Stink Cloud
	Mix n' Match	Summon 3 Coffin Zombies
	Player Vanquisher	Vanquish 3 Players with the Camo Surprise without being KO'd
	Stink Screen	Damage a Player 20 times with the Zombie Stink Cloud
	Plant Vanquish Master	Vanquish 5 Sunflowers with the Camo Surprise
	Plant Vanquish Master	Vanquish 5 Peashooters with the Camo Surprise
	Vanquish from Above	Vanquish 10 Plants from an Elevated Position

Challenges

Sunflower

Sunflower Challenges

Stars Req	Challenge Name	Challenge Description
15	Level 20	Random
	Gnome Bomber	Pick up 3 Gnome Bombs
	Just In Time	Heal a Teammate who is below 20 Health 5 times
	Zombie Vanquisher	Vanquish 10 All-Stars
	Player Vanquisher	Vanquish 3 Players with your Primary Weapon in a session
	Super Green Pod	Plant 3 Ice Pea Pots
	Zombie Vanquish Master	Vanquish 10 Scientists with your Primary Weapon
	Zombie Vanquisher	Vanquish 5 Buckethead Pirates
	Player Vanquisher	Vanquish 10 Players with your Primary Weapon
	Zombie Vanquish Master	Vanquish 5 Foot Soldier Zombies with the Sunbeam
	Zombie Vanquisher	Vanquish 3 Shipwreck Pirates
	Player Vanquisher	Vanquish 5 Players with the Sunbeam
	Heal Power	Heal Teammates 20 times with the Heal Beam in a session
	Spread The Love	Heal 5 different Teammates in a session
	Player Vanquisher	Vanquish 3 Players with the Sunbeam in a session
	Zombie Vanquish Master	Vanquish 5 Engineers with the Sunbeam
15	Level 21	Random
	Super Green Pod	Plant 3 Bamboo Shoot Pots
	Drop That Gnome	Vanquish 3 Gnome Bomb Carriers
	Just In Time	Heal a Teammate who is below 20 Health 10 times
	Heal Buddy	Heal yourself 20 times using Heal Flowers
	Player Vanquisher	Vanquish 2 Players with your Primary Weapon without being KO’d
	Zombie Vanquish Master	Vanquish 3 Foot Soldier Zombies with the Sunbeam in a session
	Spread The Love	Heal 10 different Teammates in a session
	Zombie Vanquish Master	Vanquish 2 Scientists with the Sunbeam in a session
	Zombie Vanquisher	Vanquish 10 Engineers
	Zombie Vanquisher	Vanquish 5 Flag Pirates
	Zombie Vanquisher	Vanquish 5 Conehead Pirates
	Heal Power	Heal Teammates 25 times with the Heal Beam in a session
	Zombie Vanquish Master	Vanquish 3 Map Pirates with the Sunbeam
	Player Vanquisher	Vanquish 5 Players in a session
	Zombie Vanquish Master	Vanquish 5 All-Stars with the Sunbeam
15	Level 22	Random
	Super Green Pod	Plant 3 Fire Pea Pots
	Running of the Gnomes	Plant 3 Gnome Bombs
	Player Vanquisher	Vanquish 2 Players with the Metal Blast without being KO’d
	Player Vanquisher	Vanquish 2 Players with the Sunbeam without being KO’d
	Zombie Vanquish Master	Vanquish 5 Foot Soldier Zombies with the Metal Blast
	Zombie Vanquish Master	Vanquish 5 All-Stars with the Metal Blast
	Zombie Vanquisher	Vanquish 3 Barrel Pirates
	Zombie Vanquish Master	Vanquish 5 Scientists with the Metal Blast
	Player Vanquisher	Vanquish 10 Players with the Metal Blast
	Spread The Love	Heal 15 different Teammates in a session
	Heal Power	Heal Teammates 50 times with the Heal Beam in a session
	Player Vanquisher	Vanquish 10 Players with the Sunbeam
	Zombie Vanquish Master	Vanquish 15 Zombie Pirates with the Metal Blast
	Just In Time	Heal a Teammate who is below 20 Health 15 times
	Zombie Vanquish Master	Vanquish 2 Engineers with the Metal Blast in a session

Challenges

Cactus

Cactus Challenges

Stars Req	Challenge Name	Challenge Description
15	Level 20	Random
	Player Vanquisher	Vanquish 3 Players without being KO'd
	Zombie Vanquish Master	Vanquish 5 Engineers with Potato Mines
	Zombie Vanquish Master	Vanquish 10 Scientists with your Primary Weapon
	Gnome Bomber	Pick up 3 Gnome Bombs
	Zombie Vanquish Master	Vanquish 5 Conehead Pirates with Potato Mines
	Super Green Pod	Plant 3 Fire Pea Pots
	Zombie Vanquisher	Vanquish 5 Imp Pirates
	Player Vanquisher	Vanquish 10 Players with Potato Mines
	Weapon Master	Vanquish 10 Zombies with the Drone
	Zombie Vanquish Master	Vanquish 3 Foot Soldier Zombies with the Drone's Primary Weapon
	Zombie Vanquisher	Vanquish 2 Scientists in a session
	Zombie Vanquish Master	Vanquish 10 All-Stars with your Primary Weapon
	Zombie Vanquisher	Vanquish 10 Engineers
	Player Vanquisher	Vanquish 3 Players with the Drone's Corn Strike
	Player Vanquisher	Vanquish 10 Players with your Primary Weapon
15	Level 21	Random
	Player Vanquisher	Vanquish 3 Players with your Primary Weapon without being KO'd
	Running of the Gnomes	Plant 3 Gnome Bombs
	Super Green Pod	Plant 3 Bamboo Shoot Pots
	Player Vanquisher	Vanquish 5 PLayers with the Drone's Primary Weapon
	Zombie Vanquish Master	Vanquish 3 Scientists with the Drone's Primary Weapon
	Zombie Vanquisher	Vanquish Barrel Pirates
	Zombie Vanquisher	Vanquish 3 Buckethead Pirates in a session
	Zombie Vanquish Master	Vanquish 3 Foot Soldier Zombies with Potato Mines
	Player Vanquisher	Vanquish 5 Players with your Primary Weapon in a session
	Zombie Vanquisher	Vanquish 10 All-Stars
	Zombie Vanquish Master	Vanquish 2 Foot Soldier Zombies with the Drone's Corn Strike
	Zombie Vanquish Master	Vanquish 2 All-Stars with your Primary Weapon in a session
	Player Vanquisher	Vanquish 2 Players with Potato Mines in a session
	Zombie Vanquish Master	Vanquish 10 Scientista with your Primary Weapon
	Zombie Vanquish Master	Vanquish 10 Engineers with your Primary Weapon
15	Level 22	Random
	Super Green Pod	Plant 3 Doom-shroom Pots
	Drop That Gnome	Vanquish 3 Gnome Bomb Carriers
	Zombie Vanquisher	Vanquish 3 Shipwreck Pirates
	Player Vanquisher	Vanquish 10 Players with the Camo Shot
	Zombie Vanquisher	Vanquish 20 Zombie Pirates
	One Potato	Vanquish 2 Zombies with a Potato Mine 5 times
	Zombie Vanquish Master	Vanquish 5 Engineers with the Camo Shot
	Player Vanquisher	Vanquish 2 Players with the Camo Shot withoug being KO'd
	Zombie Vanquish Master	Vanquish 3 All-Stars with Potato Mines
	Player Vanquisher	Vanquish 2 Players with the Drone's Corn Strike in a session
	Zombie Vanquisher	Vanquish 10 Foot Soldier Zombies
	Zombie Vanquish Master	Vanquish 3 All-Stars with the Camo Shot
	Zombie Vanquish Master	Vanquish 2 Foot Soldier Zombies with the Camo Shot in a session
	Player Vanquisher	Vanquish 3 Players with the Drone's Primary Weapon in a session

Challenges

Chomper

Chomper Challenges

Stars Req	Challenge Name	Challenge Description
15	Level 20	Random
	Zombie Vanquisher	Vanquish 2 Scientists in a session
	Gnome Bomber	Pick up 3 Gnome Bombs
	Player Vanquisher	Vanquish 3 Players without being KO'd
	Super Gooper	Goop 10 All-Star Players
	Spiky Vanquish	Vanquish 5 Zombies with Spikeweeds
	Trapper	Snare 3 All-Star Players
	Digging A Hole	Burrow 10 times in a session
	Super Gooper	Goop 3 Foot Soldier Players in a session
	Zombie Vanquisher	Vanquish 10 Engineers
	Swallow Specific	Swallow 10 Players
	Zombie Vanquisher	Vanquish 10 All-Stars
	Swallow Specific	Swallow 5 Conehead Pirates
	Zombie Vanquisher	Vanquish 5 Shipwreck Pirates
	Tastes Better	Vanquish 10 Gooped Zombies
	Trapper	Snare 3 Scientist Players
15	Level 21	Random
	Zombie Vanquisher	Vanquish 2 Engineers in a session
	Drop That Gnome	Vanquish 3 Gnome Bomb Carriers
	Trapper	Snare 10 Players
	Super Green Pod	Plant 3 Ice Pea Pots
	Player Vanquisher	Vanquish 10 Players
	Trapper	Snare 3 Foot Soldier Players
	Super Gooper	Goop 10 Scientist Players
	Player Vanquisher	Vanquish 5 Players in a session
	Zombie Vanquisher	Vanquish 10 Scientists
	Super Gooper	Goop 3 Engineer Players in a session
	Zombie Vanquisher	Vanquish 5 Buckethead Pirates
	Zombie Vanquisher	Vanquish 5 Flag Pirates
	Zombie Vanquisher	Vanquish 2 All-Stars in a session
	Swallow Specific	Swallow 5 Engineers
	Goop Effect	Goop a Player then immediately vanquish them 5 times
15	Level 22	Random
	Super Green Pod	Plant 3 Ice Shroom Pots
	Running of the Gnomes	Plant 3 Gnome Bombs
	Super Gooper	Goop 2 Players without being KO'd
	Toxicating	Toxify a Player 50 times with the Toxic Chomper
	Toxicating	Toxify a(n) Foot Soldier Player 25 times with the Toxic Chomper
	Super Gooper	Goop 10 Engineer Players
	Trapper	Snare 3 Engineer Players
	Zombie Vanquish Master	Vanquish 2 Foot Soldier Zombies with the Toxic Spray in a session
	Player Vanquisher	Vanquish 3 Players with the Toxic Spray without being KO'd
	Trapper	Snare 3 Players in a session
	Super Gooper	Goop 10 Foot Soldier Players
	Swallow Specific	Swallow 5 All-Stars
	Player Vanquisher	Vanquish 10 Players with the Toxic Spray
	Toxicating	Toxify a(n) All-Star Player 25 times with the Toxic Chomper
	Swallow Specific	Swallow 5 Zombie Pirates without being KO'd

Challenges

Peashooter

Peashooter Challenges

Stars Req	Challenge Name	Challenge Description
15	Level 20	Random
	Running of the Gnomes	Plant 3 Gnome Bombs
	Mix n’ Match	Summon 3 Barrel Pirates
	Plant Vanquish Master	Vanquish 2 Sunflowers with your Primary Weapon without being KO’d
	Plant Vanquisher	Vanquish 10 Chompers
	Plant Vanquish Master	Vanquish 10 Sunflowers with your Primary Weapon
	Player Vanquisher	Vanquish 10 Players with your Primary Weapon
	Plant Vanquish Master	Vanquish 2 Sunflowers with Sprint Tackles in a session
	Plant Vanquish Master	Vanquish 10 Chompers with your Primary Weapon
	Player Vanquisher	Vanquish 5 Players with Imp Punts
	Player Vanquisher	Vanquish 5 Players with Sprint Tackles
	Tackle Dummy	Deploy 10 Shields
	Plant Vanquish Master	Vanquish 2 Peashooters with your Primary Weapon in a session
	Plant Vanquish Master	Vanquish 5 Cacti with Sprint Tackles
	Player Vanquisher	Vanquish 3 Players with your Primary Weapon without being KO”d
	Player Vanquisher	Vanquish 2 Peashooters with Imp Punts in a session
15	Level 21	Random
	Gnome Bomber	Pick up 3 Gnome Bombs
	Mix n’ Match	Summon 3 Screendoor Zombies
	Sacking the Enemy	Vanquish 2 Plants with a Sprint Tackle 3 times
	Field Goal	Vanquish 2 Plants with an Imp Punt 3 times
	Plant Vanquish Master	Vanquish 5 Chompers with Sprint Tackles
	Player Vanquisher	Vanquish 3 Players with Imp Punts in a session
	Player Vanquisher	Vanquish 10 Players
	Player Vanquisher	Vanquish 3 Players with Sprint Tackles in a session
	Player Vanquisher	Vanquish 5 Players with your Primary Weapon in a session
	Plant Vanquish Master	Vanquish 5 Peashooters with Sprint Tackles
	Plant Vanquish Master	Vanquish 5 Chompers with Imp Punts
	Plant Vanquisher	Vanquish 10 Peashooters
	Plant Vanquish Master	Vanquish 10 Cacti with your Primary Weapon
	Plant Vanquish Master	Vanquish 5 Sunflowers with Imp Punts
	Plant Vanquisher	Vanquish 2 Chompers without being KO’d
15	Level 22	Random
	Drop That Gnome	Vanquish 3 Gnome Bomb Carriers
	Mix n’ Match	Summon 3 Map Pirates
	Field Goal	Vanquish 2 Plants with an Imp Punt 5 times
	Sacking the Enemy	Vanquish 2 Plants with a Sprint Tackle 5 times
	Tackle Dummy	Deploy 15 Shields
	Plant Vanquish Master	Vanquish 2 Peashooters with Imp Punts in a session
	Player Vanquisher	Vanquish 10 Players with Sprint Tackles
	Plant Vanquish Master	Vanquish 5 Chompers with the Baseball Cannon
	Plant Vanquish Master	Vanquish 5 Peashooters with Sprint Tackles
	Player Vanquisher	Vanquish 3 Players with the Baseball Cannon without being KO’d
	Player Vanquisher	Vanquish 10 Players with the Baseball Cannon
	Player Vanquisher	Vanquish 10 Players with Imp Punts
	Plant Vanquish Master	Vanquish 2 Cacti with the Baseball Cannon in a session
	Plant Vanquish Master	Vanquish 5 Sunflowers with the Baseball Cannon
	Plant Vanquish Master	Vanquish 5 Cacti with Imp Punts

Zomboss Down NEW DLC

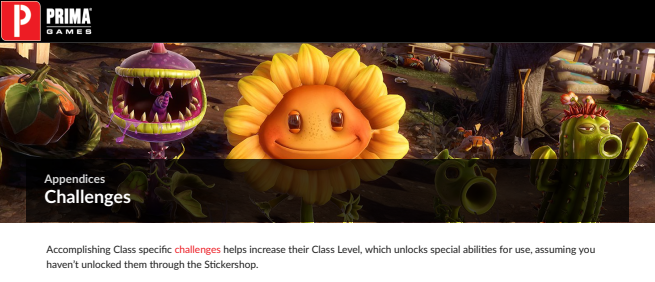
Achievements

Achievement Name	Achievement Description	Points
Legionnaire of Doom	Grow a Doom-shroom, Bamboo Shoot, Fire Peashooter and Ice Peashooter	10
Ahoy Matey	Summon a Barrel Pirate and Map Pirate Zombie in Gardens & Graveyards	10
Gnome Bomber	Pick up a Gnome Bomb	10
Running of the Gnomes	Plant 5 Gnome Bombs	25
Defuse the Situation	Defuse 3 Gnome Bombs	25
Drop That Gnome	Vanquish 10 Enemies while They are Carrying a Gnome Bomb	20
Garden Gnomer	Be on the Winning Team for 15 matches of Gnome Bomb	25
Heave Ho	Vanquish 500 Pirate Zombies	50
The Last Second	Defuse a Gnome Bomb with Less Than 3 Seconds Remaining	25
Hole In One	Push the Golf-Bomb into the Hole in Cactus Canyon	50

Achievements

As with any Xbox One game, there is a brace of Achievements that allows players to test their skills in different ways to earn more points for their Gamerscore. Achievements do not directly affect in-game rewards.

ID	Achievement Name	Achievement Description	Points
1	Making Popcorn	As a Cactus, Vanquish 10 Players with the Drone's Corn Strike	10
2	Snaretastic	As a Chomper, Swallow 10 Snared Zombies in a session	15
3	Split Pea Zombie Soup	As a Peashooter, Vanquish 10 Players with the Pea Gatling in a session	15
4	Stuck on You	As a Scientist, Vanquish 10 Players with the Sticky Explody Ball	10
5	Garden Dioxide	As a Soldier, Vanquish 2 Players using a single ZPG strike	15
6	Sun Heals	As a Sunflower, Heal Teammates 25 times using the Heal Beam in a session	15
7	Offensive Line	As an All-Star, Vanquish 5 Players using the Sprint Tackle in a session	15
8	The Astral Plane	As an Engineer, Build 3 Teleporters in a session of Gardens & Graveyards	10
9	Zombie Defense	As an Engineer, Build 3 Zombot Turrets in a session of Gardens & Graveyards	10
10	Jackhammer Rush	As an Engineer, Vanquish 10 Players while riding the Jackhammer	10
11	Challenge Accepted	Reach Level 10 with any Character	25
12	Going Strong	Reach Rank 50	50
13	Zombot Removal	As a plant, Destroy 10 Zombot Turrets in Gardens & Graveyards	15
14	No Teleporting Allowed	As a plant, Destroy a Teleporter in Gardens & Graveyards	10
15	Plant Perfect	As a plant, Achieve a Perfect Win in Gardens & Graveyards	25
16	Rocket Man	Vanquish 10 Players and 10 plant Pots with the Soldier's ZPG	25
17	Zombie Vanquished	As a plant, Vanquish a Player in any Competitive Mode	5
18	Garden Weeder	As a zombie, Capture an Objective in Gardens & Graveyards	15
19	Plant Vanquished	As a zombie, Vanquish a Player in any Competitive Mode	5
20	Garden Tour	Be on the Winning Team for 25 matches of Gardens & Graveyards	25
21	TVM Veteran	Be on the Winning Team for 25 matches of Team Vanquish	25
22	Garden Crazy	Complete a Co-op match on Crazy Difficulty	25
23	Garden Hardcore	Complete a Co-op match on Hard Difficulty	50
24	Garden Normal	Complete a Co-op match on Normal Difficulty	15
25	Boogie Your Brains Out	Vanquish a Disco Zombie in Co-op Mode	20
26	Gargantuan Task	Vanquish a Gargantuar in Co-op Mode	20
27	Brain Freeze	Vanquish a Yeti in Co-op Mode	20
28	Super Boss	Defeat a Super Boss Wave in Co-op Mode	50
29	Striking First	Earn a 1st Strike Master Boast 3 times	25
30	The Healing Touch	Earn a Heal Master Boast 3 times	25
31	Most Valuable Vanquisher	Earn a Vanquish Master Boast 1 time	50
32	Hang in There	Earn a Revival Master Boast 5 times	25
33	Streak Boaster	Earn a Vanquish Streak Boast 1 time	50
34	I Helped	Earn an Assist Master Boast 5 times	25
35	Cousins	Grow 5 plant Pots in a session	15
36	Grow a Friend	Grow a plant Pot	5
37	Crazy Dave Squad	Reach Level 5 with Every plant Class	25
38	Zomboss Recruit	Reach Level 5 with Every zombie Class	25
39	Hunting Season	Vanquish 100 Soldiers, 100 Scientists, 100 Engineers and 100 All-Stars	50
40	Zombie Friends	Summon 5 zombies in a session of Gardens & Graveyards	15
41	I'm Lonely	Summon a zombie in Gardens & Graveyards	5
42	Getting Started	Reach Rank 5	20
43	Consume This	Use 10 Revive Consumables	20
44	Consume This Too	Use 10 Star Skip Consumables	20
45	Weed Whacker	Vanquish 100 Peashooters, 100 Sunflowers, 100 Chompers and 100 Cacti	50
46	Round Robin (Xbox One only)	Complete the Mixed Mode Playlist	0
		Total	1000



Appendices

Challenges

Accomplishing Class specific challenges helps increase their Class Level, which unlocks special abilities for use, assuming you haven't unlocked them through the Stickershop.

Peashooter

Stars Req	Challenge Name	Challenge Description
1	**Level 1**	**Sequential**
	Chili Power	Deploy 3 Chili Bean Bombs
3	**Level 2**	**Sequential**
	Hyper Active	Use Hyper 5 Times
	Zombie Vanquisher	Vanquish 3 zombies
	Damager	Land 15 hits with your Primary Weapon
5	**Level 3**	**Sequential**
	Weapon Master	Vanquish 3 zombies with the Pea Gatling
	Player Vanquisher	Vanquish 2 Player Zombies with Chili Bean Boms
	Revival	Revive 3 teammates
	Vanquish from Above	Vanquish 5 zombies from an elevated position
	Hyper Vanquish	Vanquish 3 zombies while Hyper
7	**Level 4**	**Sequential**
	Chili Bean Bomb	Vanquish 2 zombies with a Chili Bean Bomb 3 times
	Zombie Sniper	Vanquish 3 Elevated zombies
	Weapon Master	Vanquish 10 zombies with Chili Bean Bombs
	Zombie Vanquisher	Vanquish 3 Foot Soldier Zombies in a session
	Green Pod	Plant 5 plant Pots
	Weapon Master	Vanquish 10 zombies with your Primary Weapon
	Zombie Vanquisher Master	Vanquish 3 Engineers with Chili Bean Bombs
10	**Level 5**	**Sequential**
	Assists	Get 5 Assists
	Being a Character	Play for 30 minutes with this character
	Weapon Master	Vanquish 10 zombies with the Pea Gatling
	Zombie Vanquisher	Vanquish 20 Browncoat Zombies
	Gatling Critical	Land 25 Critical Hits on players with the Pea Gatling
	Drone Destroyed	Destroy 5 Zombot Drones
	Zombie Vanquisher	Vanquish 5 Engineers
	Super Green Pod	Plant 5 Pea Cannon Pots
	No Transport for You!	Destroy 1 Teleporter in Gardens and Graveyards
	Zombie Vanquisher Master	Vanquish 3 Scientists with Chili Bean Bombs
10	**Level 6**	**Sequential**
	Hyper Cannon	Vanquish 3 zombies with your Primary Weapon while Hyper in a session
	Hyper Critical	Land 5 Critical Hits on players while Hyper
	Streak Master	Get a Vanquish Streak 5 times
	Zombie Vanquisher Master	Vanquish 2 Foot Soldier Zombies with the Pea Gatling in a session
	Not Dead Yet	With less than 20 health, Vanquish a Foot Soldier 2 times
	Destroy Nemesis	Vanquish a nemesis 3 times
	Player Vanquisher	Vanquish 3 Player Zombies with the Pea Gatling
	Streak Ender	Stop 3 Vanquish Streaks
	Zombie Vanquisher	Vanquish 3 Coffin Zombies
	Player Vanquisher	Vanquish 5 players in a session
15	**Level 7**	**Sequential**
	Weapon Master	Vanquish 10 zombies with your Primary Weapon
	Zombie Vanquisher	Vanquish 5 Buckethead Zombies
	Chili Power	Deploy 10 Chili Bean Bombs
	Super Green Pod	Plant 5 Pea Gatling Pots
	Damager	Land 150 hits with your Primary Weapon
	Weapon Master	Vanquish 10 zombies with the Pea Gatling
	Revival	Revive 3 teammates in a session
	Zombie Vanquisher Master	Vanquish 3 All-Stars with your Primary Weapon
	Assists	Get 15 Assists
	Weapon Master	Vanquish 15 zombies with Chili Bean Bombs
	Peapower	Fire 500 shots with your Primary Weapon
	Hyper Shot	Use Hyper, then immediately Vanquish an Enemy 3 times
	Super Green Pod	Plant 5 Repeater Pots
	Scrooging	As the Peashooter, earn 2,000 Coins
	Critical Hits	Get 10 Critical Hits on players with your Primary Weapon in a session
15	**Level 8**	**Sequential**
	Chili Bean Bomb	Vanquish 2 zombies with a Chili Bean Bomb 3 times in a session
	Anti-Sprinkler	Destroy 10 Scientist Healing Stations
	Zombie Vanquisher	Vanquish 5 Flag Zombies
	Summoned Vanquisher	Vanquish 25 Summoned Zombies
	Taunting Master	Taunt an opponent immediately after Vanquishing him 3 times
	Zombie Vanquisher Master	Vanquish 3 Engineers with Chili Bean Bombs
	Splash Vanquish	Vanquish 10 zombies with Splash Damage from your Primary Weapon
	Zombie Vanquisher Master	Vanquish 3 Buckethead Zombies with the Pea Gatling
	Damager	Damage 25 zombies with Chili Bean Bombs
	Play As	Play an entire session as the Peashooter 3 times
	Zombie Vanquisher Master	Vanquish 3 Outhouse Zombies with your Primary Weapon
	Zombie Vanquisher	Vanquish 25 zombies in a session
	Player Vanquisher	Vanquish 15 players
	Anti-Shields	Destroy 10 All-Star Shields
	Zombie Vanquisher	Vanquish 5 Screen Door Zombies
15	**Level 9**	**Random**
	Super Green Pod	Plant 5 Goop-shroom Pots in a session
	Zombie Vanquisher	Vanquish 5 Engineers
	Zombie Vanquisher	Vanquish 5 All-Stars
	Zombie Vanquisher	Vanquish 5 Foot Soldier Zombies
	Zombie Vanquisher	Vanquish 5 Scientists
	Not Dead Yet	With less than 20 health, Vanquish a Scientist 2 times
	Player Vanquisher	Vanquish Player Zombies with your Primary Weapon
	Player Vanquisher	Vanquish 5 Player Zombies with the Pea Gatling
	Player Vanquisher	Vanquish 5 Player Zombies with Chili Bean Bombs
	Best of the Best	Finish in the Top 7 in a competitive mode
	1st Strike Master	Get the 1st Vanquish in a session
	Assist Master	Get the most Assists in a session
	Revival Master	Get the most Revives in a session
	Streak Master	Get the longest Vanquish Streak in a session
	Vanquish Master	Get the most Vanquishes in a session
15	**Level 10**	**Random**
	Weapon Master	Vanquish 20 zombies with Chili Bean Bombs
	Super Green Pod	Plant 5 Snap Dragon Pots in a session
	Splash Vanquish	Vanquish 10 zombies with Splash Damage in a session
	Super Green Pod	Plant 5 Ice-shroom Pots in a session
	Vanquish from Above	Vanquish 10 zombies from an elevated position
	Player Vanquisher	Vanquish 10 Player Zombies with the Pea Gatling
	Assists	Get 25 Assists
	Damager	Land 50 hits with the Pea Gatling in a session
	Zombie Vanquisher Master	Vanquish 3 All-Star Shields in a session
	Anti-Zombot	Destroy 5 Zombot Turrets in Gardens and Graveyards
	Zombie Vanquisher Master	Vanquish 5 Buckethead Zombies with Chili Bean Bombs
	Anti-Shields	Destroy 3 All-Star Shields in a session
	Scrooging	As the Peashooter, earn 5,000 Coins
	No Transport for You!	Destroy 10 Teleporters in Gardens and Graveyards
	Summoned Vanquisher	Vanquish 50 Summoned Zombies in a session
15	**Level 11**	**Random**
	Zombie Vanquisher	Vanquish 5 Scientists with Chili Bean Bombs
	Weapon Master	Vanquish 25 zombies with the Fire Pea Cannon
	Hyper Cannon	Vanquish 5 zombies with the Fire Pea Cannon while Hyper in a session
	Zombie Vanquisher Master	Vanquish 5 Engineers with the Pea Gatling
	Anti-Sprinkler	Destroy 3 Scientist Healing Stations in a session
	Zombie Vanquisher	Vanquish 20 zombies
	Drone Destroyed	Destroy 10 Zombot Drones
	Not Dead Yet	With less than 20 health, Vanquish an Engineer 2 times
	Weapon Master	Vanquish 5 zombies with the Pea Gatling without being KO'd
	Chili Bean Bomb	Vanquish 2 zombies with a Chili Bean Bomb 5 times in a session
	Zombie Sniper	Vanquish 10 Elevated zombies
	Zombie Vanquisher	Vanquish 3 All-Stars in a session
	Zombie Vanquisher	Vanquish 2 Foot Soldier Zombies without being KO'd
	Revival	Revive 10 teammates
	Super Green Pod	Plant 10 Fume-shroom Pots
15	**Level 12**	**Random**
	Zombie Vanquisher Master	Vanquish 5 All-Stars with Chili Bean Bombs
	Zombie Vanquisher	Vanquish 3 Outhouse Zombies with Fire Pea Cannon
	Zombie Vanquisher	Vanquish 10 Foot Soldiers with Fire Pea Cannon
	Chili Power	Deploy 10 Chili Bean Bombs in a session
	Zombie Vanquisher	Vanquish 15 zombies with the Fire Pea Cannon in a session
	Zombie Vanquisher	Vanquish 10 Conehead Zombies with Fire Pea Cannon
	Zombie Vanquisher	Vanquish 10 All-Stars with Fire Pea Cannon
	Hyper Cannon	Vanquish 15 zombies with the Fire Pea Cannon while Hyper
	Weapon Master	Vanquish 15 zombies with Chili Bean Bombs
	Zombie Vanquisher Master	Vanquish 20 Browncoat Zombies with the Pea Gatling
	Super Green Pod	Plant 5 Goop-shroom Pots in a session
	Zombie Vanquisher	Vanquish 3 Engineers in a session
	Zombie Vanquisher	Vanquish 2 Scientists without being KO'd
	Avenger	Avenge 5 teammates
	Taunting Master	Taunt an opponent immediately after Vanquishing him 10 times

Chomper

Stars Req	Challenge Name	Challenge Description
1	**Level 1**	**Sequential**
	Digging a Hole	Burrow 3 times
3	**Level 2**	**Sequential**
	Gooped	Goop 5 zombies
	Hungry Chomper	Vanquish 3 zombies with your Primary Attack
	Little Bite	Land 5 hits on zombies with your Primary Attack
5	**Level 3**	**Sequential**
	Weed Traps	Deploy 10 Spikeweeds
	Snaremaster	Snare 5 zombies with Spikeweeds
	Revival	Revive 3 teammates
	Big Bite	Swallow 3 zombies
	Player Vanquisher	Vanquish 3 players
7	**Level 4**	**Sequential**
	Tastes Better	Vanquish 5 Gooped Zombies
	Swallow Specific	Swallow 3 All-Stars
	Super Green Pod	Plant 3 Bonk Choy Pots
	Snared Chomp	Vanquish 3 zombies caught in Spikeweeds
	Swallow Specific	Swallow 5 Scientists
	Streak Master	Get a Vanquish Streak 3 times
	Anti-Shields	Destroy 3 All-Star Shields
10	**Level 5**	**Sequential**
	Gooped	Goop 10 zombies in a session
	Being a Character	Play for 30 minutes with this character
	Hungry Chomper	Vanquish 10 zombies with your Primary Attack
	Zombie Vanquisher	Vanquish 3 Foot Soldier Zombies in a session
	Revival	Revive 5 teammates in a session
	Little Bite	Land 15 hits on zombies with your Primary Attack
	Swallow Specific	Swallow 5 Browncoat Zombies
	Snaremaster	Snare 10 zombies with Spikeweeds
	Green Pod	Plant 10 plant Pots
	Zombie Vanquisher	Vanquish 5 Engineers
10	**Level 6**	**Sequential**
	Snared Chomp	Vanquish 5 zombies caught in Spikeweeds
	Streak Master	Get a Vanquish Streak 5 times
	Goopy Vanquish	Vanquish 3 zombies with Goop
	Not Dead Yet	With less than 20 health, Vanquish an All-Star 2 times
	Destroy Nemesis	Vanquish a nemesis 3 times
	Swallow Specific	Swallow 3 Foot Soldier Zombies in a session
	Tastes Better	Vanquish 10 Gooped Zombies
	Streak Ender	Stop 3 Vanquish Streaks
	Zombie Vanquisher	Vanquish 3 Outhouse Zombies
	Player Vanquisher	Vanquish 5 players in a session
15	**Level 7**	**Sequential**
	Gooped	Goop 15 zombies
	Zombie Vanquisher	Vanquish 20 zombies
	Revival	Revive 3 teammates in a session
	Snaremaster	Snare 15 zombies with Spikeweeds
	Swallow Specific	Swallow 2 Newspaper Zombies
	Super Green Pod	Plant 5 Snap Dragon Pots
	Digging a Hole	Burrow 20 times
	Zombie Vanquisher	Vanquish 5 Conehead Zombies
	Big Bite	Swallow 15 zombies
	Hungry Chomper	Vanquish 15 zombies with your Primary Attack
	Swallow Specific	Swallow 5 Engineers
	Goop Effect	Goop a zombie, then immediately Vanquish him 3 times
	Super Green Pod	Plant 5 Ice-shroom Pots
	Scrooging	As Chomper, earn 2,000 Coins
	Big Bite	Swallow 10 zombies in a session
15	**Level 8**	**Sequential**
	Big Bite	Swallow 3 zombies without being KO'd
	Anti-Sprinkler	Destroy 10 Scientist Healing Stations
	Hungry Chomper	Vanquish 10 zombies with your Primary Attack in a session
	Zombie Vanquisher	Vanquish 3 Newspaper Zombies
	Play As	Play an entire session as Chomper 3 times
	Weed Traps	Deploy 10 Spikeweeds in a session
	Summoned Vanquisher	Vanquish 20 Summoned Zombies
	Goop Specific	Fire 50 Goop Shots
	Spiky Vanquish	Vanquish 3 zombies with Spikeweeds
	Zombie Vanquisher	Vanquish 15 zombies in a session
	Anti-Shields	Destroy 10 All-Star Shields
	Snared Chomp	Vanquish 5 zombies Caught in Spikeweeds in a session
	Digging a Hole	Burrow 15 times in a session
	Zombie Vanquisher	Vanquish 5 All-Stars
	Player Vanquisher	Vanquish 15 players
15	**Level 9**	**Random**
	No Transport for You!	Destroy 3 Teleporters in Gardens and Graveyards
	Zombie Vanquisher	Vanquish 5 Engineers
	Zombie Vanquisher	Vanquish 5 All-Stars
	Zombie Vanquisher	Vanquish 5 Foot Soldier Zombies
	Zombie Vanquisher	Vanquish 5 Scientists
	Swallow Specific	Swallow 3 Engineers in a session
	Player Vanquisher	Vanquish 3 players without being KO'd
	Big Bite	Swallow 10 zombies in a session
	Tastes Better	Vanquish 5 Gooped Zombies in a session
	Best of the Best	Finish in the Top 7 in a competitive mode
	1st Strike Master	Get the 1st Vanquish in a session
	Assist Master	Get the most Assists in a session
	Revival Master	Get the most Revives in a session
	Streak Master	Get the longest Vanquish Streak in a session
	Vanquish Master	Get the most Vanquishes in a session
15	**Level 10**	**Random**
	Zombie Vanquisher	Vanquish 5 Screen Door Zombies
	Zombie Vanquisher	Vanquish 5 Flag Zombies
	Super Green Pod	Plant 5 Repeater Pots in a session
	Weed Traps	Deploy 15 Spikeweeds
	Anti-Shields	Destroy 3 All-Star Shields in a session
	Revival	Revive 10 teammates
	Swallow Specific	Swallow 5 All-Stars
	Big Bite	Swallow 5 zombies without being KO'd
	Snaremaster	Snare 15 zombies with Spikeweeds in a session
	Goopy Vanquish	Vanquish 5 zombies with Goop
	Gooped	Goop 5 zombies without being KO'd
	Zombie Vanquisher	Vanquish 20 zombies
	Hungry Chomper	Vanquish 3 zombies with your Primary Attack without being KO'd
	Zombie Vanquisher	Vanquish 15 Scientists
	Digging a Hole	Burrow 15 times in a session
15	**Level 11**	**Random**
	Hungry Chomper	Vanquish 15 zombies with your Primary Attack
	Swallow Specific	Swallow 2 Engineers without being KO'd
	Revival	Revive 5 teammates in a session
	Player Vanquisher	Vanquish 15 players with the Toxic Spray
	Super Green Pod	Plant 10 Fume-shroom Pots
	Anti-Zombot	Destroy 5 Zombot Turrets in Gardens and Graveyards
	Tastes Better	Vanquish 15 Gooped Zombies
	Snared Chomp	Vanquish 10 zombies Caught in a Spikeweed in a session
	Weed Traps	Deploy 20 Spikeweeds
	Anti-Sprinkler	Destroy 3 Scientist Healing Stations in a session
	Super Green Pod	Plant 10 Goop-shroom Pots
	Summoned Vanquisher	Vanquish 25 Summoned Zombies
	Zombie Vanquisher	Vanquish 25 zombies with the Toxic Spray
	Zombie Vanquisher Master	Vanquish 5 Foot Soldier Zombies with the Toxic Spray
	Digging a Hole	Burrow 20 times
15	**Level 12**	**Random**
	Hungry Chomper	Vanquish 25 zombies with your Primary Attack
	Spiky Vanquish	Vanquish 3 zombies with Spikeweeds
	Zombie Vanquisher	Vanquish 10 Buckethead Zombies
	Swallow Specific	Swallow 2 All-Stars without being KO'd
	Gooped	Goop 15 zombies in a session
	Tastes Better	Vanquish 15 Gooped Zombies in a session
	Player Vanquisher	Vanquish 5 players without being KO'd
	Revival	Revive 2 teammates without being KO'd
	Swallow Specific	Swallow 5 Foot Soldiers
	Snaremaster	Snare 20 zombies with Spikeweeds
	Hungry Chomper	Vanquish 3 zombies with the Toxic Spray without being KO'd
	Little Bite	Land 150 hits on zombies with the Toxic Spray
	Assists	Get 15 Assists
	Swallow Specific	Swallow 5 Scientists
	Big Bite	Swallow 10 zombies in a session

Cactus

Stars Req	Challenge Name	Challenge Description
3	**Level 1**	**Sequential**
	Spud Master	Deploy 5 Potato Mines
3	**Level 2**	**Sequential**
	Tall Order	Deploy 5 Tall-nuts
	Zombie Vanquisher	Vanquish 3 zombies
	Damager	Land 15 hits with your Primary Weapon
5	**Level 3**	**Sequential**
	Drone Time	Deploy your Drone 5 times
	Mine Field	Vanquish 3 zombies with Potato Mines
	Zombie Vanquisher	Vanquish 3 Foot Soldier Zombies
	Revival	Revive 3 teammates
	Player Vanquisher	Vanquish 3 players
7	**Level 4**	**Sequential**
	Spud Master	Deploy 10 Potato Mines
	Weapon Master	Vanquish 3 zombies with the Drone's Primary Weapon
	Green Pod	Plant 5 plant Pots
	Zombie Vanquisher	Vanquish 3 Engineers in a session
	Weapon Master	Vanquish 3 zombies with the Drone's Corn Strike
	Player Vanquisher	Vanquish 3 players with Potato Mines
	Zombie Vanquisher	Vanquish 3 All-Stars
10	**Level 5**	**Sequential**
	Revival	Revive 3 teammates in a session
	Being a Character	Play for 30 minutes with this character
	Drone vs. Drone	Using your Drone's Primary Weapon, destroy an Enemy's Drone 3 times
	Zombie Vanquisher	Vanquish 5 Conehead Zombies
	Zombie Vanquisher	Vanquish 5 Engineers
	Green Pod	Plant 5 plant Pots in a session
	No Transport for You!	Destroy 1 Teleporter in Gardens and Graveyards
	Zombie Vanquisher Master	Vanquish 3 All-Stars with your Primary Weapon in a session
	Super Green Pod	Plant 5 Scaredy-shroom Pots
	Zombie Vanquisher Master	Vanquish 10 Browncoat Zombies with Potato Mines
10	**Level 6**	**Sequential**
	Weapon Master	Vanquish 3 zombies with the Drone's Primary Weapon without being KO'd
	Bullseye!	Vanquish 2 zombies with a Corn Strike 3 times
	Zombie Sniper	Vanquish 5 Elevated zombies
	Streak Master	Get a Vanquish Streak 5 times
	Zombie Vanquisher	Vanquish 3 Coffin Zombies
	Not Dead Yet	With less than 20 health, Vanquish an Engineer 2 times
	Destroy Nemesis	Vanquish a nemesis 3 times
	Vanquish from Above	Vanquish 3 zombies from an elevated position in a session
	One Potato...	Vanquish 2 zombies with a Potato Mine 5 times
	Player Vanquisher	Vanquish 5 players with your Primary Weapon in a session
15	**Level 7**	**Sequential**
	Weapon Master	Vanquish 15 zombies with your Primary Weapon
	Summoned Vanquisher	Vanquish 25 Summoned Zombies
	Assists	Get 5 Assists
	Damager	Land 10 hits on zombies with the Drone's Corn Strike
	Mine Field	Vanquish 10 zombies with Potato Mines
	Super Green Pod	Plant 5 Heal Flower Pots
	Revival	Revive 10 teammates
	Drone vs. Drone	Using your Drone's Primary Weapon, destroy an Enemy's Drone 5 times
	Streak Ender	Stop 7 Vanquish Streaks
	Zombie Vanquisher Master	Vanquish 5 Conehead Zombies with Potato Mines
	Mine Field	Vanquish 5 zombies with Potato Mines in a session
	Tall Order	Deploy 10 Tall-nuts
	Weapon Master	Vanquish 15 zombies with the Drone
	Super Green Pod	Plant 5 Bonk Choy Pots
	Critical Hits	Get 10 Critical Hits on players with your Primary Weapon in a session
15	**Level 8**	**Sequential**
	Cactuspower	Fire 500 shots with your Primary Weapon
	Zombie Vanquisher	Vanquish 10 zombies in a session
	Anti-Shields	Destroy 10 All Star Shields
	Drone Destroyed	Destroy 5 Zombot Drones
	Damager	Land 25 hits on zombies with the Drone's Primary Weapon
	Taunting Master	Taunt an opponent immediately after Vanquishing him 3 times
	Zombie Vanquisher	Vanquish 15 zombies
	Play As	Play an entire session as Cactus 3 times
	Zombie Vanquisher Master	Vanquish 3 Foot Soldier Zombies with your Primary Weapon in a session
	Zombie Vanquisher Master	Vanquish 3 Engineers with Potato Mines
	Critical Hits	Get 5 Critical Hits on players with your Primary Weapon without being KO'd
	Zombie Vanquisher	Vanquish 3 Outhouse Zombies
	Zombie Vanquisher Master	Vanquish 5 Scientists with your Primary Weapon
	Anti-Sprinkler	Destroy 10 Scientist Healing Stations
	Scrooging	As Cactus, earn 2,000 Coins
15	**Level 9**	**Random**
	Super Green Pod	Plant 5 Repeaters in a session
	Zombie Vanquisher	Vanquish 5 Engineers
	Zombie Vanquisher	Vanquish 5 Foot Soldier Zombies
	Zombie Vanquisher	Vanquish 2 All-Stars without being KO'd
	Zombie Vanquisher	Vanquish 5 Scientists
	Player Vanquisher	Vanquish 5 players with Potato Mines in a session
	Player Vanquisher	Vanquish 15 players with your Primary Weapon
	Player Vanquisher	Vanquish 10 players with Potato Mines
	Bullseye!	Vanquish 2 zombies with a Corn Strike 3 times
	Best of the Best	Finish in the Top 7 in a competitive mode
	1st Strike Master	Get the 1st Vanquish in a session
	Assist Master	Get the most Assists in a session
	Revival Master	Get the most Revives in a session
	Streak Master	Get the longest Vanquish Streak in a session
	Vanquish Master	Get the most Vanquishes in a session
15	**Level 10**	**Random**
	Weapon Master	Vanquish 10 zombies with the Drone's Corn Strike
	Super Green Pod	Plant 10 Scaredy-shroom Pots
	Vanquish from Above	Vanquish 10 zombies from an elevated position
	Mine Field	Vanquish 3 All-Stars with Potato Mines
	Weapon Master	Vanquish 10 zombies with the Drone in a session
	Mine Field	Vanquish 15 zombies with Potato Mines in a session
	Zombie Vanquisher	Vanquish 2 Engineers without being KO'd
	Tall Order	Deploy 15 Tall-nuts
	Critical Hits	Get 5 Critical Hits on players with your Primary Weapon without being KO'd
	Spud Master	Deploy 20 Potato Mines
	Drone vs. Drone	Using your Drone's Primary Weapon, destroy an Enemy's Drone 5 times
	Taunting Master	Taunt an opponent immediately after Vanquishing him 10 times
	Super Green Pod	Plant 10 Fume-shroom Pots
	Revival	Revive 10 teammates
	Summoned Vanquisher	Vanquish 25 Summoned Zombies
15	**Level 11**	**Random**
	Zombie Vanquisher	Vanquish 25 zombies with the Camo Shot
	Revival	Revive 5 teammates in a session
	Assists	Get 25 Assists
	Mine Field	Vanquish 3 Scientists with Potato Mines
	Anti-Zombot	Destroy 5 Zombot Turrets in Gardens and Graveyards
	One Potato...	Vanquish 2 zombies with a Potato Mine 10 times
	Critical Hits	Get 10 Critical Hits on players with the Camo Shot without being KO'd
	Zombie Vanquisher	Vanquish 5 Coffin Zombies with the Camo Shot
	Zombie Vanquisher	Vanquish 10 Foot Soldier Zombies with the Camo Shot
	Tall Order	Deploy 10 Tall-nuts in a session
	Weapon Master	Vanquish 5 zombies with the Drone's Primary Weapon without being KO'd
	Zombie Vanquisher	Vanquish 3 Engineers with Potato Mines
	Zombie Vanquisher	Vanquish 2 All-Stars without being KO'd
	Super Green Pod	Plant 10 Bonk Choy Pots
	Weapon Master	Vanquish 20 zombies with your Primary Weapon
15	**Level 12**	**Random**
	Damager	Damage 150 hits on zombies with the Camo Shot
	Green Pod	Plant 15 plant Pots in a session
	Mine Field	Vanquish 15 zombies with Potato Mines
	Spud Master	Deploy 20 Potato Mines
	Summoned Vanquisher	Vanquish 50 Summoned Zombies
	Bullseye!	Vanquish 2 zombies with a Corn Strike 5 times
	Zombie Vanquisher	Vanquish 10 Conehead Zombies
	No Transport for You!	Destroy 10 Teleporters in Gardens and Graveyards
	Avenger	Avenge 5 teammates
	Anti-Sprinkler	Destroy 3 Scientist Healing Stations in a session
	Zombie Vanquisher	Vanquish 2 Scientists without being KO'd
	Zombie Sniper	Vanquish 10 Elevated Zombies
	Anti-Shields	Destroy 3 All-Star Shields in a session
	Drone Destroyed	Destroy 10 Zombot Drones
	Weapon Master	Vanquish 15 zombies with the Drone's Corn Strike

Sunflower

Stars Req	Challenge Name	Challenge Description
1	**Level 1**	**Sequential**
	Heal Power	Heal teammates 3 times with the Heal Beam
3	**Level 2**	**Sequential**
	Heal Power	Heal teammates 15 times with the Heal Beam
	Zombie Vanquisher	Vanquish 3 zombies
	Damager	Land 25 hits with the Sunbeam
5	**Level 3**	**Sequential**
	Little Helpers	Deploy 5 Heal Flowers
	Weapon Master	Vanquish 3 zombies with the Sunbeam
	Spread the Love	Heal 5 different teammates in a session
	Zombie Vanquisher Master	Vanquish 3 Scientists with the Sunbeam
	Revival	Revive 3 teammates
7	**Level 4**	**Sequential**
	Zombie Sniper	Vanquish 5 Elevated Zombies
	Little Healers	Heal teammates 5 times with Heal Flowers
	Player Vanquisher	Vanquish 3 players
	Heal Buddy	Heal Yourself 5 times using Heal Flowers
	Zombie Vanquisher Master	Vanquish 3 Foot Soldier Zombies with your Primary Weapon
	Green Pod	Plant 5 plant Pots
	Zombie Vanquisher	Vanquish 3 Engineers
10	**Level 5**	**Sequential**
	Revival	Revive 3 teammates in a session
	Being a Character	Play for 30 minutes with this character
	Zombie Vanquisher	Vanquish 3 All-Stars
	No Transport for You!	Destroy 1 Teleporter in Gardens and Graveyards
	Little Helpers	Deploy 5 Heal Flowers in a session
	Assists	Get 5 Assists
	Zombie Vanquisher Master	Vanquish 3 Engineers with the Sunbeam
	Drone Destroyed	Destroy 5 Zombot Drones
	Super Green Pod	Plant 5 Pea Cannon Pots
	Heal Power	Heal teammates 25 times with the Heal Beam
10	**Level 6**	**Sequential**
	Just in Time	Heal a Teammate who is below 20 health 10 times
	Revival	Revive 2 teammates without being KO'd
	Streak Master	Get a Vanquish Streak 3 times
	Zombie Vanquisher Master	Vanquish 2 All-Stars with your Primary Weapon in a session
	Not Dead Yet	With less than 20 health, Vanquish a Scientist 2 times
	Streak Master	Get a Vanquish Streak 5 times
	Weapon Master	Vanquish 5 zombies with the Sunbeam in a session
	Destroy Nemesis	Vanquish a nemesis 3 times
	Spread the Love	Heal 15 different teammates in a session
	Player Vanquisher	Vanquish 5 players in a session
15	**Level 7**	**Sequential**
	Weapon Master	Vanquish 15 zombies with your Primary Weapon
	Super Green Pod	Plant 5 Fume-shroom Pots
	Assists	Get 10 Assists
	Weapon Master	Vanquish 25 zombies with the Sunbeam
	Heal Power	Heal teammates 50 times with the Heal Beam
	Revival	Revive 5 teammates
	Summoned Vanquisher	Vanquish 3 Buckethead Zombies with your Primary Weapon
	Sun Damage	Fire 1,000 shots with your Primary Weapon
	Zombie Vanquisher Master	Vanquish 3 Foot Soldier Zombies with your Primary Weapon in a session
	Summoned Vanquisher	Vanquish 10 Browncoat Zombies with the Sunbeam
	Heal Buddy	Heal Yourself 15 times using Heal Flowers
	Streak Ender	Stop 7 Vanquish Streaks
	Scrooging	As the Sunflower, earn 2,000 Coins
	Super Green Pod	Plant 5 Repeater Pots
	Critical Hits	Get 15 Critical Hits on players with your Primary Weapon in a session
15	**Level 8**	**Sequential**
	Vanquish from Above	Vanquish 5 zombies from an elevated position in a session
	Anti-Sprinkler	Destroy 10 Scientist Healing Stations
	Summoned Vanquisher	Vanquish 25 Summoned Zombies
	Assists	Get 10 Assists
	Damager	Land 50 hits with the Sunbeam
	Zombie Sniper	Vanquish 5 Elevated Zombies
	Little Healers	Heal Teammates 15 times with Heal Flowers
	Summoned Vanquisher	Vanquish 3 Flag Zombies with the Sunbeam
	Little Helpers	Deploy 3 Heal Flowers without being KO'd
	Heal Power	Heal teammates 50 times with the Heal Beam
	Taunting Master	Taunt an opponent immediately after Vanquishing him 3 times
	Play As	Play an entire session as the Sunflower 3 times
	Player Vanquisher	Vanquish 10 players
	Anti Shields	Destroy 10 All-Star Shields
	Critical Hits	Get 10 Critical Hits on players with your Primary Weapon without being KO'd
15	**Level 9**	**Random**
	Super Green Pod	Plant 5 Fume-shroom Pots in a session
	Zombie Vanquisher	Vanquish 5 Engineers
	Zombie Vanquisher	Vanquish 5 Scientists
	Zombie Vanquisher	Vanquish 5 Foot Soldier Zombies
	Zombie Vanquisher	Vanquish 5 All-Star Zombies
	Not Dead Yet	With less than 20 health, Vanquish a Soldier 2 times
	Player Vanquisher	Vanquish 10 players with your Primary Weapon
	Player Vanquisher	Vanquish 5 players with the Sunbeam
	Best of the Best	Finish in the Top 7 in a competitive mode
	1st Strike Master	Get the 1st Vanquish in a session
	Heal Master	Get the most Heals in a session
	Assist Master	Get the most Assists in a session
	Revival Master	Get the most Revives in a session
	Streak Master	Get the longest Vanquish Streak in a session
	Vanquish Master	Get the most Vanquishes in a session
15	**Level 10**	**Random**
	Weapon Master	Vanquish 20 zombies with your Primary Weapon
	Super Green Pod	Plant 10 Snap Dragon Pots
	Zombie Sniper	Vanquish 10 Elevated Zombies
	Heal Power	Heal teammates 75 times with the Heal Beam
	Little Helpers	Deploy 10 Heal Flowers in a session
	Weapon Master	Vanquish 15 zombies with the Sunbeam
	Zombie Vanquisher	Vanquish 2 Foot Soldier Zombies without being KO'd
	Avenger	Avenge 5 teammates
	Zombie Vanquisher	Vanquish 3 All-Stars with the Sunbeam
	Assists	Get 25 Assists
	Anti-Shields	Destroy 3 All-Star Shields in a session
	Drone Destroyed	Destroy 10 Zombot Drones
	Revival	Revive 3 teammates without being KO'd
	No Transport for You!	Destroy 10 Teleporters in Gardens and Graveyards
	Summoned Vanquisher	Vanquish 25 Summoned Zombies
15	**Level 11**	**Random**
	Just in Time	Heal a Teammate who is below 20 health 10 times
	Zombie Vanquisher	Vanquish 15 zombies with the Metal Blast
	Revival	Revive 5 teammates in a session
	Zombie Vanquisher	Vanquish 3 Outhouse Zombies with the Metal Blast
	Spread the Love	Heal 20 different teammates in a session
	Anti-Zombot	Destroy 5 Zombot Turrets in Gardens and Graveyards
	Zombie Vanquisher	Vanquish 25 zombies
	Heal Power	Heal teammates 25 times with the Heal Beam in a session
	Anti-Sprinkler	Destroy 3 Scientist Healing Stations in a session
	Zombie Vanquisher	Vanquish 2 Scientists without being KO'd
	Summoned Vanquisher	Vanquish 15 Browncoat Zombies with the Sunbeam
	Critical Hits	Get 15 Critical Hits on players with the Metal Blast without being KO'd
	Green Pod	Plant 10 plants Pots in a session
	Heal Buddy	Heal Yourself 25 times using Heal Flowers
	Player Vanquisher	Vanquish 3 players with the Sunbeam in a session
15	**Level 12**	**Random**
	Weapon Master	Vanquish 25 zombies with your Primary Weapon
	Critical Hits	Get 25 Critical Hits on players with the Metal Blast in a session
	Super Green Pod	Plant 10 Ice-shroom Pots
	Summoned Vanquisher	Vanquish 5 Buckethead Zombies with the Sunbeam
	Little Helpers	Heal teammates 25 times with Heal Flowers in a session
	Zombie Vanquisher	Vanquish 5 All-Stars with the Metal Blast
	Vanquish from Above	Vanquish 10 zombies from an elevated position
	Damager	Land 300 hits with the Metal Blast
	Spread the Love	Heal 20 different teammates in a session
	Player Vanquisher	Vanquish 10 Player Zombies with the Sunbeam
	Scrooging	As the Sunflower, earn 5,000 Coins
	Revival	Revive 15 teammates
	Taunting Master	Taunt an opponent immediately after Vanquishing him 10 times
	Zombie Vanquisher	Vanquish 2 All-Stars without being KO'd
	Zombie Vanquisher	Vanquish 50 Browncoats without being KO'd

Foot Soldier

Stars Req	Challenge Name	Challenge Description
1	**Level 1**	**Sequential**
	Height Advantage	Rocket Jump 3 times
3	**Level 2**	**Sequential**
	Damager	Damage 3 plants with the ZPG
	Plant Vanquisher	Vanquish 3 plants
	Damager	Land 25 hits with your Primary Weapon
5	**Level 3**	**Sequential**
	Smoke Screen	Throw 5 Zombie Stink Clouds
	Player Vanquisher	Vanquish 3 players
	Vanquish from Above	Vanquish 3 plants from an elevated position
	Plant Vanquish Master	Vanquish 3 Peashooters with your Primary Weapon
	Revival	Revive 3 teammates
7	**Level 4**	**Sequential**
	Plant Sniper	Vanquish 5 Elevated plants
	Plant Vanquisher	Vanquish 3 Sunflowers in a session
	Player Vanquisher	Vanquish 3 players with the ZPG
	Streak Master	Get a Vanquish Streak 3 times
	Plant Vanquisher	Vanquish 10 plants
	Nut Allergies	Destroy 3 Cactus Tall-nuts
	Plant Vanquisher	Vanquish 3 Cacti
10	**Level 5**	**Sequential**
	Graveyard Builder	Capture 3 Objectives in Gardens and Graveyards
	You Can't See Me	Blind 10 plant Pots using Zombie Stink Clouds
	Plant Vanquisher	Vanquish 3 Peashooters with the ZPG
	Clearing a Path	Vanquish 3 plant Pots with the ZPG
	Mix 'n' Match	Summon 5 Buckethead Zombies
	Garlic Powder	Destroy 5 Cactus Drones
	Plant Vanquisher	Vanquish 5 Chompers
	Play As	Play an entire session as the Foot Soldier 3 times
	Player Vanquisher	Vanquish 10 players in a session
	Height Advantage	Rocket Jump 5 times in a session
10	**Level 6**	**Sequential**
	Rocket Man	Rocket Jump, then immediately Vanquish an Enemy 2 times
	Plant Vanquisher	Vanquish 3 Cacti in a session
	Streak Master	Get a Vanquish Streak 5 times
	Smoke Vanquish	Vanquish 3 plants with Zombie Stink Clouds
	Player Vanquisher	Vanquish 10 players with your Primary Weapon
	Destroy Nemesis	Vanquish a nemesis 3 times
	Not Dead Yet	With less than 20 health, Vanquish a Peashooter 3 times
	Plant Vanquish Master	Vanquish 7 Chompers with your Primary Weapon
	Assists	Get 5 Assists
	Plant Vanquisher	Vanquish 5 Sunflowers with the ZPG
15	**Level 7**	**Sequential**
	Plant Vanquish Master	Vanquish 3 Cacti with the ZPG
	Smoke Screen	Throw 15 Zombie Stink Clouds
	Height Advantage	Rocket Jump 15 times
	Plant Vanquisher	Vanquish 15 plants
	Gooped and Dangerous	Vanquish 3 plants after being Gooped by a Chomper
	Mix 'n' Match	Summon 5 Screen Door Zombies
	Plant Sniper	Vanquish 3 Elevated plants in a session
	Critical Hits	Get 15 Critical Hits on players with your Primary Weapon in a session
	Timely Strike	Vanquish 2 plants with a ZPG 3 times
	Mix 'n' Match	Summon 5 Flag Zombies
	Plant Pot Vanquisher	Vanquish 5 plant Pots
	Scrooging	As the Foot Soldier, earn 2,000 Coins
	Damager	Damage 15 plants with the ZPG
	Revival	Revive 5 teammates
	Plant Vanquisher	Vanquish 3 Scaredy-shrooms
15	**Level 8**	**Sequential**
	Total Assault	Fire 1,000 shots with your Primary Weapon
	Nut Allergies	Destroy 10 Cactus Tall-nuts
	Potato Salad	Destroy 10 Cactus Potato Mines
	Vanquish from Above	Vanquish 5 plants from an elevated position
	Best of the Best	Finish in the Top 7 in a competitive mode
	Taunting Master	Taunt an opponent immediately after Vanquishing him 3 times
	Plant Vanquish Master	Vanquish 3 Cacti with the ZPG
	Plant Vanquisher	Vanquish 3 Bonk Choys
	Clearing a Path	Vanquish 5 plant Pots with the ZPG
	Weed Removal	Blind 15 plant Pots using Zombie Stink Clouds
	You Can't See Me	Blind 15 Plant Pots using Zombie Stink Clouds
	Zombie Master	Summon 10 zombies in a session
	Assists	Get 15 Assists
	Revival	Revive 3 teammates in a session
	Streak Ender	Stop 5 Vanquish Streaks
15	**Level 9**	**Random**
	Clearing a Path	Vanquish 5 plant Pots with the ZPG
	Plant Vanquisher	Vanquish 5 Cacti
	Plant Vanquisher	Vanquish 5 Peashooters
	Plant Vanquisher	Vanquish 5 Chompers
	Plant Vanquisher	Vanquish 5 Sunflowers
	Not Dead Yet	With less than 20 health, Vanquish a Chomper 2 times
	Smoke Vanquish	Vanquish 5 plants with Zombie Stink Clouds
	Player Vanquisher	Vanquish 15 players with your Primary Weapon
	Player Vanquisher	Vanquish 5 players with the ZPG
	Play As	Play an entire session as the Foot Soldier 5 times
	1st Strike Master	Get the 1st Vanquish in a session
	Assist Master	Get the most Assists in a session
	Revival Master	Get the most Revives in a session
	Streak Master	Get the longest Vanquish Streak in a session
	Vanquish Master	Get the most Vanquishes in a session
15	**Level 10**	**Random**
	Plant Vanquisher	Vanquish 10 plants with the ZPG
	Player Vanquisher	Vanquish 10 players
	Nut Allergies	Destroy 3 Cactus Tall-nuts in a session
	Plant Vanquish Master	Vanquish 5 Peashooters with the ZPG
	Garlic Powder	Destroy 10 Cactus Drones
	Mix 'n' Match	Summon 10 Conehead Zombies
	Plant Sniper	Vanquish 10 Elevated plants
	Rocket Man	Rocket Jump, then immediately Vanquish an Enemy 3 times
	You Can't See Me	Blind 10 plant Pots using Zombie Stink Clouds
	Clearing a Path	Vanquish 5 plant Pots with the ZPG in a session
	Plant Vanquish Master	Vanquish 5 Sunflowers with the ZPG
	Plant Vanquish Master	Vanquish 10 Chompers with your Primary Weapon
	Height Advantage	Rocket Jump 15 times in a session
	Revival	Revive 10 teammates
	Critical Hits	Get 25 Critical Hits on players with your Primary Weapon in a session
20	**Level 11**	**Random**
	Clearing a Path	Vanquish 10 plant Pots with the ZPG
	Plant Vanquisher	Vanquish 15 plants with the Camo Surprise
	Revival	Revive 5 teammates in a session
	Plant Vanquish Master	Vanquish 5 Chompers with the Camo Surprise
	Graveyard Builder	Capture 5 Objectives in Gardens and Graveyards
	Plant Vanquisher	Vanquish 20 plants
	Weapon Master	Vanquish 5 plants with the ZPG in a session
	Player Vanquisher	Vanquish 10 players with the Camo Surprise
	Weed Removal	Destroy 3 Spikeweeds in a session
	Zombie Master	Summon 10 zombies in a session
	Avenger	Avenge 5 teammates
	Plant Vanquish Master	Vanquish 5 Sunflowers with the Camo Surprise
	Plant Vanquisher	Vanquish 5 Peashooters in a session
	Plant Vanquisher	Vanquish 2 Cacti without being KO'd
	Timely Strike	Vanquish 2 plants with a ZPG 5 times
20	**Level 12**	**Random**
	Weapon Master	Vanquish 20 plants with your Primary Weapon
	Assists	Get 25 Assists
	Damager	Land 150 hits with the Camo Surprise
	Streak Ender	Stop 5 Vanquish Streaks in a session
	Plant Vanquisher	Vanquish 10 Cacti
	Plant Vanquisher	Vanquish 2 Sunflowers without being KO'd
	Plant Vanquisher	Vanquish 2 Peashooters without being KO'd
	Plant Vanquisher	Vanquish 3 Chompers in a session
	Scrooging	As the Foot Soldier, earn 5,000 Coins
	Critical Hits	Get 20 Critical Hits on players with the Camo Surprise in a session
	Plant Vanquisher	Vanquish 20 plants with the Camo Surprise
	Potato Salad	Destroy 5 Cactus Potato Mines in a session
	Eat This!	Vanquish 1 Cactus Drone with the ZPG
	Mix 'n' Match	Summon 10 Screen Door Zombies
	Vanquish from Above	Vanquish 10 plants from an elevated position

Engineer

Stars Req	Challenge Name	Challenge Description
1	**Level 1**	**Sequential**
	Sonic Stunner	Stun 2 plants
3	**Level 2**	**Sequential**
	Construction Work	Use the Jackhammer 5 times
	Plant Vanquisher	Vanquish 3 plants
	Damager	Land 15 hits with your Primary Weapon
5	**Level 3**	**Sequential**
	Drone Deploy	Deploy the Drone 5 times
	Hammer Time	Vanquish 3 plants while riding the Jackhammer
	Plant Vanquish Master	Vanquish 3 Sunflowers with your Primary Weapon
	Unearthed	Stun 3 Burrowed Chompers
	Revival	Revive 3 teammates
7	**Level 4**	**Sequential**
	Sonic Stunner	Stun 10 plants
	Weapon Master	Vanquish 3 plants with the Drone's Laser Shot
	Streak Master	Get a Vanquish Streak 3 times
	Plant Vanquisher	Vanquish 3 Cacti
	Weapon Master	Vanquish 3 plants with the Drone's Cone Strike
	Plant Vanquisher	Vanquish 25 plants
	Plant Vanquisher	Vanquish 3 Peashooters
10	**Level 5**	**Sequential**
	Beam Me Up	Build 3 Teleporters in a session
	Damager	Land 25 hits with the Drone's Laser Shot
	Graveyard Builder	Capture 3 Objectives in Gardens and Graveyards
	Zombot Army	Build 3 Zombot Turrets
	Zombie Master	Summon 5 zombies
	Plant Vanquisher	Vanquish 3 Chompers
	Damager	Land 10 hits with the Drone
	Mix 'n' Match	Summon 5 Newspaper Zombies
	Drone vs. Drone	Using your Drone's Primary Weapon, destroy an Enemy's Drone 3 times
	Plant Vanquish Master	Vanquish 3 Peashooters with the Drone's Laser Shot
10	**Level 6**	**Sequential**
	Sonic Stunner	Stun 10 plants in a session
	Sonic Boom	Stun a plant, then immediately Vanquish it 3 times
	Weapon Master	Vanquish 3 players with the Drone without being KO'd
	Unearthed	Stun 3 Burrowed Chompers in a session
	Plant Vanquish Master	Vanquish 5 Sunflowers with your Primary Weapon
	Not Dead Yet	With less than 20 health, Vanquish a Cactus 2 times
	Player Vanquisher	Vanquish 10 players with your Primary Weapon
	Assists	Get 5 Assists
	Destroy Nemesis	Vanquish a nemesis 3 times
	Plant Vanquish Master	Vanquish 3 Cacti with the Drone's Laser Shot
15	**Level 7**	**Sequential**
	Weapon Master	Vanquish 10 plants with your Primary Weapon
	Zombot Army	Build 10 Zombot Turrets
	Sonic Stunner	Stun 15 plants
	Play As	Play an entire session as the Engineer 3 times
	Drone Deploy	Deploy the Drone 10 times
	Critical Hits	Get 10 Critical Hits on players with your Primary Weapon in a session
	Plant Vanquish Master	Vanquish 3 plants with the Drone's Laser Shot in a session
	Mix 'n' Match	Summon 5 Outhouse Zombies
	Potato Salad	Destroy 10 Cactus Potato Mines
	Gooped and Dangerous	Vanquish 3 plants after being Gooped by a Chomper
	Plant Vanquish Master	Vanquish 5 Sunflowers with your Primary Weapon
	Weapon Master	Vanquish 10 plants with the Drone
	Plant Vanquisher	Vanquish 15 plants
	Zombie Master	Summon 10 zombies
	Plant Pot Vanquisher	Vanquish 5 plant Pots
15	**Level 8**	**Sequential**
	Union Worker	Fire 500 shots with your Primary Weapon
	Nut Allergies	Destroy 10 Cactus Tall-nuts
	Plant Vanquish Master	Vanquish 5 Cacti with your Primary Weapon
	Sonic Boom	Stun a plant, then immediately Vanquish it 5 times
	Best of the Best	Finish in the Top 7 in a competitive mode
	Taunting Master	Taunt an opponent immediately after Vanquishing him 3 times
	Pot Vanquish Master	Vanquish 3 Snap Dragons with your Primary Weapon
	Streak Ender	Stop 7 Vanquish Streaks
	Anti-Garlic	Destroy 3 Garlic Drones with your Primary Weapon
	Weed Removal	Destroy 10 Chomper Spikeweeds
	Zombie Master	Summon 5 zombies without being KO'd
	Construction Work	Use the Jackhammer 15 times
	Potato Salad	Destroy 10 Cactus Potato Mines
	Scrooging	As the Engineer, earn 2,000 Coins
	Splash Vanquish	Vanquish 5 plants with Splash Damage from your Primary Weapon
15	**Level 9**	**Random**
	Mix 'n' Match	Summon 10 Flag Zombies
	Plant Vanquisher	Vanquish 5 Sunflowers
	Plant Vanquisher	Vanquish 5 Cacti
	Plant Vanquisher	Vanquish 5 Peashooters
	Plant Vanquisher	Vanquish 5 Chompers
	Sonic Stunner	Stun 15 plants in a session
	Player Vanquisher	Vanquish 10 players with your Primary Weapon
	Player Vanquisher	Vanquish 5 players with the Drone's Laser Shot
	Not Dead Yet	With less than 20 health, Vanquish a Chomper 2 times
	Play As	Play an entire session as the Engineer 5 times
	1st Strike Master	Get the 1st Vanquish in a session
	Assist Master	Get the most Assists in a session
	Revival Master	Get the most Revives in a session
	Streak Master	Get the longest Vanquish Streak in a session
	Vanquish Master	Get the most Vanquishes in a session
15	**Level 10**	**Random**
	Weed Removal	Destroy 3 Chomper Spikeweeds in a session
	Weapon Master	Vanquish 15 plants with your Primary Weapon
	Potato Salad	Destroy 5 Cactus Potato Mines in a session
	Drone vs. Drone	Using your Drone's Primary Weapon, destroy an Enemy's Drone 5 times
	Player Vanquisher	Vanquish 15 players
	Revival	Revive 5 teammates in a session
	Vanquish from Above	Vanquish 5 plants from an elevated position
	Mix 'n' Match	Summon 5 Outhouse Zombies
	Plant Vanquisher	Vanquish 2 Cacti without being KO'd
	Weapon Master	Vanquish 5 plants with the Drone in a session
	Plant Vanquish Master	Vanquish 5 Peashooters with the Drone's Laser Shot
	Sonic Stunner	Stun 25 plants in a session
	Construction Work	Use the Jackhammer 15 times in a session
	Splash Vanquish	Vanquish 10 plants with Splash Damage from your Primary Weapon
	Taunting Master	Taunt an opponent immediately after Vanquishing him 10 times
20	**Level 11**	**Random**
	Plant Vanquisher	Vanquish 20 plants
	Graveyard Builder	Capture 5 Objectives in Gardens and Graveyards
	Plant Vanquisher	Vanquish 10 plants with the Welding Blaster
	Revival	Revive 10 teammates
	Plant Vanquish Master	Vanquish 3 Chompers with the Drone's Laser Shot
	Sonic Boom	Stun a plant, then immediately Vanquish it 10 times
	Hammer Time	Vanquish 10 plants while riding the Jackhammer
	Nut Allergies	Destroy 3 Tall-nuts in a single session
	Critical Hits	Get 20 Critical Hits with the Welding Blaster in a single session
	Plant Vanquish Master	Vanquish 5 Peashooters with the Welding Blaster
	Plant Vanquisher	Vanquish 3 Sunflowers without being KO'd
	Plant Vanquish Master	Vanquish 5 Chompers with the Welding Blaster
	Assists	Get 25 Assists
	Zombie Master	Summon 5 zombies without being KO'd
	Destroy Nemesis	Vanquish a nemesis 5 times
20	**Level 12**	**Random**
	Avenger	Avenge 5 teammates
	Zombot Army	Build 10 Zombot Turrets in a session
	Nut Allergies	Destroy 5 Cactus Tall-nuts in a session
	Beam Me Up	Build 7 Teleporters in a session
	Plant Sniper	Vanquish 10 Elevated plants
	Damager	Land 100 hits with the Welding Blaster
	Weapon Master	Vanquish 25 plants with your Primary Weapon
	Weapon Master	Vanquish 10 players with the Drone's Cone Strike
	Mix 'n' Match	Summon 10 Newspaper Zombies
	Plant Vanquisher	Vanquish 2 Sunflowers without being KO'd
	Weapon Master	Vanquish 5 plants with the Drone without being KO'd
	Sonic Stunner	Stun 25 plants
	Scrooging	As the Engineer, earn 5,000 Coins
	Streak Ender	Stop 10 Vanquish Streaks
	Plant Vanquish Master	Vanquish 5 Cacti with the Welding Blaster

Scientist

Stars Req	Challenge Name	Challenge Description
1	**Level 1**	**Sequential**
	Warp Speed	Warp 3 times
3	**Level 2**	**Sequential**
	Healing Station	Deploy 5 Healing Stations
	Plant Vanquisher	Vanquish 3 plants
	Damager	Land 10 hits with your Primary Weapon
5	**Level 3**	**Sequential**
	Sticky Bombs	Throw 5 Sticky Explody Balls
	Mad Heals	Heal teammates 10 times
	Sneak Attack	Warp, then immediately Vanquish an Enemy 2 times
	Plethora of Heals	Heal 5 different teammates in a session
	Revival	Revive 3 teammates
7	**Level 4**	**Sequential**
	Warp Speed	Warp 10 times in a session
	Damager	Damage 3 plants with Sticky Explody Balls
	Plant Vanquisher	Vanquish 3 Sunflowers in a session
	Player Vanquisher	Vanquish 3 players
	Weapon Master	Vanquish 2 plants with Sticky Explody Balls
	Plant Vanquisher	Vanquish 10 plants
	Plant Vanquisher	Vanquish 3 Peashooters
10	**Level 5**	**Sequential**
	Plant Vanquish Master	Vanquish 3 Chompers with your Primary Weapon
	Revival	Revive 3 teammates in a session
	Mix 'n' Match	Summon 5 Conehead Zombies
	Mad Heals	Heal teammates 20 times
	Garlic Powder	Destroy 3 Cactus Drones
	Plant Vanquisher	Vanquish 3 Peashooters in a session
	Graveyard Builder	Capture 3 Objectives in Gardens and Graveyards
	Player Vanquisher	Vanquish 5 players in a session
	Play As	Play an entire session as the Scientist 3 times
	Sticky Bombs	Throw 5 Sticky Explody Balls in a session
10	**Level 6**	**Sequential**
	Plethora of Heals	Heal 10 different teammates in a session
	Sneak Attack	Warp, then immediately Vanquish an Enemy 5 times
	Plant Vanquish Master	Vanquish 3 Sunflowers with Sticky Explody Balls
	Assists	Get 5 Assists
	Steak Master	Get a Vanquish Streak 5 times
	Sticky Situation	Damage 2 plants with a Sticky Explody Ball 3 times
	Destroy Nemesis	Vanquish a nemesis 3 times
	Plant Vanquisher	Vanquish 5 Chompers
	Revival	Revive 2 teammates without being KO'd
	Not Dead Yet	With less than 20 health, Vanquish a Sunflower 2 times
15	**Level 7**	**Sequential**
	Plant Vanquisher	Vanquish 10 plants
	Healing Station	Deploy 10 Healing Stations
	Gooped and Dangerous	Vanquish 3 plants after being Gooped by a Chomper
	Revival	Revive 5 teammates
	Damager	Damage 5 plants with Sticky Explody Balls in a session
	Sticky Bombs	Throw 10 Sticky Explody Balls
	Mad Heals	Heal teammates 5 times without being KO'd
	Critical Hits	Get 5 Critical Hits on players with your Primary Weapon in a session
	Mix 'n' Match	Summon 5 Screen Door Zombies
	Weapon Master	Vanquish 15 plants with your Primary Weapon
	Plant Vanquish Master	Vanquish 3 Peashooters with Sticky Explody Balls
	Zombie Master	Summon 10 zombies
	Plant Vanquish Master	Vanquish 3 Cacti with your Primary Weapon in a session
	Plant Pot Vanquisher	Vanquish 5 plant Pots
	Sneak Attack	Warp, then immediately Vanquish an Enemy 2 times without being KO'd
15	**Level 8**	**Sequential**
	Plant Vanquish Master	Vanquish 3 Chompers with your Primary Weapon in a session
	Potato Salad	Destroy 10 Cactus Potato Mines
	Zombie Master	Summon 3 zombies without being KO'd
	Garlic Powder	Destroy 5 Garlic Drones
	Taunting Master	Taunt an opponent immediately after Vanquishing him 3 times
	Pot Vanquish Master	Vanquish 3 Scaredy-shrooms with your Primary Weapon in a session
	Mad Heals	Heal teammates 50 times
	Mix 'n' Match	Summon 5 Newspaper Zombies
	Weed Removal	Destroy 10 Chomper Spikeweeds
	Streak Ender	Stop 7 Vanquish Streaks
	Assists	Get 15 Assists
	Goopy	Fire 500 shots with your Primary Weapon
	Nut Allergies	Destroy 10 Cactus Tall-nuts
	Scrooging	As the Scientist, earn 2,000 Coins
	Revival	Revive 3 teammates in a session
15	**Level 9**	**Random**
	Sneak Attack	Warp, then immediately Vanquish an Enemy 10 times
	Plant Vanquisher	Vanquish 5 Sunflowers
	Plant Vanquisher	Vanquish 5 Cacti
	Plant Vanquisher	Vanquish 5 Peashooters
	Plant Vanquisher	Vanquish 5 Chompers
	Not Dead Yet	With less than 20 health, Vanquish a Chomper 2 times
	Player Vanquisher	Vanquish 10 players with your Primary Weapon
	Player Vanquisher	Vanquish 5 players with the Sticky Explody Ball
	Best of the Best	Finish in the Top 7 in a competitive mode
	1st Strike Master	Get the 1st Vanquish in a session
	Heal Master	Get the most Heals in a session
	Assist Master	Get the most Assists in a session
	Revival Master	Get the most Revives in a session
	Streak Master	Get the longest Vanquish Streak in a session
	Vanquish Master	Get the most Vanquishes in a session
15	**Level 10**	**Random**
	Weapon Master	Vanquish 15 plants with you Primary Weapon
	Player Vanquisher	Vanquish 15 players
	Nut Allergies	Destroy 3 Cactus Tall-nuts in a session
	Potato Salad	Destroy 5 Cactus Potato Mines in a session
	Plant Vanquisher	Vanquish 2 Sunflowers without being KO'd
	Revival	Revive 3 teammates without being KO'd
	Mix 'n' Match	Summon 10 Buckethead Zombies
	Plant Vanquish Master	Vanquish 5 Chompers with your Primary Weapon
	Sneak Attack	Warp, then immediately Vanquish an Enemy 15 times
	Plethora of Heals	Heal 20 different teammates in a session
	Zombie Master	Summon 5 zombies without being KO'd
	Weapon Master	Vanquish 10 plants with Sticky Explody Balls
	Plant Vanquish Master	Vanquish 5 Cacti with Sticky Explody Balls
	Plant Sniper	Vanquish 5 Elevated plants
	Destroy Nemesis	Vanquish a nemesis 5 times
20	**Level 11**	**Random**
	Plant Vanquish Master	Vanquish 5 Chompers with the Chemical Beaker Blaster
	Plant Vanquisher	Vanquish 15 plants with the Chemical Beaker Blaster
	Revival	Revive 15 teammates
	Weed Removal	Destroy 3 Chomper Spikeweeds in a session
	Graveyard Builder	Capture 5 Objectives in Gardens and Graveyards
	Avenger	Avenge 3 teammates
	Damager	Land 100 hits with the Chemical Beaker Blaster
	Mad Heals	Heal teammates 50 times
	Damager	Damage 10 plants with a Sticky Explody Ball in a session
	Warp Speed	Warp 25 times in a session
	Assists	Get 25 Assists
	Mix 'n' Match	Summon 10 Browncoats Zombies
	Plant Vanquisher	Vanquish 2 Peashooters without being KO'd
	Sneak Attack	Warp, then immediately Vanquish an Enemy 3 times without being KO'd
	Critical Hits	Get 10 Critical Hits on players with the Chemical Beaker Blaster in a session
20	**Level 12**	**Random**
	Sneak Attack	Warp, then immediately Vanquish an Enemy 10 times in a session
	Damager	Land 100 hits with your Primary Weapon
	Warp Speed	Warp 25 times
	Plant Vanquish Master	Vanquish 5 Peashooters with the Chemical Beaker Blaster
	Healing Station	Deploy 25 Healing Stations
	Plant Vanquish Master	Vanquish 3 Cacti with the Chemical Beaker Blaster
	Sticky Bombs	Throw 15 Sticky Explody Balls in a session
	Plant Vanquisher	Vanquish 2 Chompers without being KO'd
	Critical Hits	Get 5 Critical Hits on players with your Primary Weapon withoug being KO'd
	Zombie Master	Summon 5 zombies without being KO'd
	Scrooging	As the Scientist, earn 5,000 Coins
	Mad Heals	Heal teammates 10 times without being KO'd
	Weapon Master	Vanquish 20 plants with your Primary Weapon
	Plant Vanquish Master	Vanquish 5 Chompers with the Chemical Beaker Blaster
	Taunting Master	Taunt an opponent immediately after Vanquishing him 10 times

All-Star

Stars Req	Challenge Name	Challenge Description
1	**Level 1**	**Sequential**
	Damager	Damage 2 plants with Sprint Tackles
3	**Level 2**	**Sequential**
	Tackle Dummy	Deploy 5 Shields
	Plant Vanquisher	Vanquish 3 plants
	Damager	Land 25 hits with your Primary Weapon
5	**Level 3**	**Sequential**
	Imp Punt	Deploy 5 Imp Punts
	Weapon Master	Vanquish 3 plants with your Primary Weapon in a session
	Plant Vanquish Master	Vanquish 3 Cacti with your Primary Weapon
	Weapon Master	Vanquish 3 plants with Sprint Tackles
	Revival	Revive 3 teammates
7	**Level 4**	**Sequential**
	Damager	Damage 15 plants with Sprint Tackles
	Damager	Damage 3 plants with Imp Punts
	Plant Vanquisher	Damage 3 plants with Imp Punts
	Weapon Master	Vanquish 3 plants with Imp Punts
	Streak Master	Get a Vanquish Streak 3 times
	Assists	Get 3 Assists
	Plant Vanquisher	Vanquish 3 Peashooters
10	**Level 5**	**Sequential**
	Plant Vanquish Master	Vanquish 2 Sunflowers with Sprint Tackles in a session
	Mix 'n' Match	Summon 5 Browncoat Zombies
	Being a Character	Play for 30 minutes with this character
	Plant Vanquish Master	Vanquish 3 Peashooters with Sprint Tackles
	Tackle Dummy	Deploy 5 Shields in a session
	Garlic Powder	Destroy 5 Cactus Drones
	Graveyard Builder	Capture 3 Objectives in Gardens and Graveyards
	Player Vanquisher	Vanquish 5 players in a session
	Play As	Play an entire session as the All-Star 3 times
	Plant Vanquisher	Vanquish 3 Cacti
10	**Level 6**	**Sequential**
	Fan Boy	Damage 2 plants with an Imp Punt 3 times
	Plant Vanquish Master	Vanquish 3 Peashooters with your Primary Weapon
	Destroy Nemesis	Vanquish a nemesis 3 times
	Multi Tackle	Hit 2 plants with a Sprint Tackle 3 times
	Pot Vanquish Master	Vanquish 2 Bonk Choys with Sprint Tackles
	Streak Ender	Stop 7 Vanquish Streaks
	Sacking the Enemy	Vanquish 2 plants with a Sprint Tackle 2 times
	Plant Vanquish Master	Vanquish 3 Cacti with Imp Punts
	Field Goal	Vanquish 2 plants with an Imp Punt 2 times
	Not Dead Yet	With less than 20 health, Vanquish a Chomper 2 times
15	**Level 7**	**Sequential**
	Weapon Master	Vanquish 10 plants with your Primary Weapon
	Tackle Dummy	Deploy 10 Shields
	Assists	Get 15 Assists
	Imp Punt	Deploy 10 Imp Punts
	Revival	Revive 5 teammates
	Mix 'n' Match	Summon 5 Buckethead Zombies
	Plant Vanquisher	Vanquish 15 plants
	Scrooging	As the All-Star, earn 2,000 Coins
	Critical Hits	Get 15 Critical Hits on players with your Primary Weapon in a session
	Damager	Damage 20 plants with Sprint Tackles
	Gooped and Dangerous	Vanquish 3 plants after being Gooped by a Chomper
	Zombie Master	Summon 25 zombies
	Best of the Best	Finish in the Top 5 in a competitive mode
	Critical Hits	Get 10 Critical Hits on Player with your Primary Weapon without being KO'd
	Plant Pot Vanquisher	Vanquish 5 plant Pots
15	**Level 8**	**Sequential**
	Plant Vanquish Master	Vanquish 3 Cacti with your Primary Weapon
	Sports Day	Fire 1,000 shots with your Primary Weapon
	Zombie Master	Summon 5 zombies without being KO'd
	Weapon Master	Vanquish 5 plants with Imp Punts
	Taunting Master	Taunt an opponent immediately after Vanquishing him 3 times
	Plant Vanquish Master	Vanquish 5 Sunflowers with Imp Punts
	Nut Allergies	Destroy 10 Cactus Tall-nuts
	Mix 'n' Match	Summon 5 Conehead Zombies
	Tackle Dummy	Deploy 10 Shields in a session
	Weed Removal	Destroy 10 Chomper Spikeweeds
	Damager	Land 100 hits with your Primary Weapon
	Plant Vanquish Master	Vanquish 3 Cacti with Sprint Tackles
	Potato Salad	Destroy 10 Cactus Potato Mines
	Player Vanquisher	Vanquish 10 players in a session
	Destroy Nemesis	Vanquish a nemesis 3 times in a session
15	**Level 9**	**Random**
	Mix 'n' Match	Summon 10 Newspaper Zombies
	Plant Vanquisher	Vanquish 5 Sunflowers
	Plant Vanquisher	Vanquish 5 Cacti
	Plant Vanquisher	Vanquish 5 Peashooters
	Plant Vanquisher	Vanquish 5 Chompers
	Player Vanquisher	Vanquish 5 players with Imp Punts
	Player Vanquisher	Vanquish 10 players with your Primary Weapon
	Player Vanquisher	Vanquish 10 players with Sprint Tackles
	Not Dead Yet	With less than 20 health, Vanquish a Peashooter 2 times
	Best of the Best	Finish in the Top 7 in a competitive mode
	1st Strike Master	Get the 1st Vanquish in a session
	Assist Master	Get the most Assists in a session
	Revival Master	Get the most Revives in a session
	Streak Master	Get the longest Vanquish Streak in a session
	Vanquish Master	Get the most Vanquishes in a session
15	**Level 10**	**Random**
	Weapon Master	Vanquish 15 plants with your Primary Weapon
	Player Vanquisher	Vanquish 10 players
	Nut Allergies	Destroy 3 Cactus Tallnus in a session
	Tackle Dummy	Deploy 10 Shields in a session
	Garlic Powder	Destroy 10 Garlic Drones
	Plant Vanquisher	Vanquish 2 Chompers without being KO'd
	Avenger	Avenge 5 teammates
	Plant Pot Vanquisher	Vanquish 10 plant Pots
	Weapon Master	Vanquish 15 plants with Sprint Tackles
	Weapon Master	Vanquish 10 plants with Imp Punts
	Plant Vanquish Master	Vanquish 5 Peashooters with Imp Punts
	Mix 'n' Match	Summon 5 Outhouse Zombies
	Mix 'n' Match	Summon 10 Coffin Zombies
	Plant Vanquish Master	Vanquish 5 Sunflowers with Sprint Tackles
	Revival	Revive 10 teammates
20	**Level 11**	**Random**
	Plant Vanquish Master	Vanquish 5 Peashooters with Imp Punts
	Plant Vanquisher	Vanquish 15 plants with the Baseball Cannon
	Revival	Revive 5 teammates in a session
	Potato Salad	Destroy 5 Cactus Potato Mines in a session
	Graveyard Builder	Capture 5 Objectives in Gardens and Graveyards
	Plant Vanquisher	Vanquish 25 plants
	Critical Hits	Get 25 Critical Hits on players with the Baseball Cannon in a session
	Zombie Master	Summon 5 zombies without being KO'd
	Field Goal	Vanquish 2 plants with an Imp Punt 5 times
	Plant Vanquisher	Vanquish 2 Cacti without being KO'd
	Plant Vanquish Master	Vanquish 5 Sunflowers with the Baseball Cannon
	Plant Vanquish Master	Vanquish 5 Peashooters with the Baseball Cannon
	Damager	Hit 10 plants with Sprint Tackles in a session
	Taunting Master	Taunt an opponent immediately after Vanquishing him 10 times
	Mix 'n' Match	Summon 10 Flag Zombies
20	**Level 12**	**Random**
	Weapon Master	Vanquish 20 plants with your Primary Weapon
	Damager	Land 300 hits with the Baseball Cannon
	Plant Vanquish Master	Vanquish 5 Peashooters with the Baseball Cannon
	Weed Removal	Destroy 3 Chomper Spikeweeds in a session
	Revival	Revive 2 teammates without being KO'd
	Sports Day	Fire 1,500 shots with your Primary Weapon
	Sacking the Enemy	Vanquish 2 plants with a Sprint Tackle 10 times
	Plant Vanquish Master	Vanquish 5 Chompers with the Baseball Cannon
	Plant Vanquisher	Vanquish 2 Peashooters without being KO'd
	Streak Ender	Stop 10 Vanquish Streaks
	Imp Punt	Deploy 50 Imp Punts
	Not Dead Yet	With less than 20 health, Vanquish a Sunflower 2 times
	Zombie Master	Summon 10 zombies in a session
	Scrooging	As the All-Star, earn 5,000 Coins
	Plant Vanquish Master	Vanquish 10 Sunflowers with Imp Punts

Plants

Introduction

The zombies are coming, and Dr. Zomboss has outfitted them with enough firepower to take on an army, much less a Garden! Fortunately, the plants are here to right wrongs and send the undead packing.

True to the *Plants vs. Zombies* series, plants are usually on the defensive side of conflicts, and are all about utilizing their various powers and abilities in a strategic manner to vanquish zombies while keeping themselves out of harm's way. Some of the advantages plants have over zombies are a greater number of sniping units, and more units which harness the powers of the elements to inflict status ailments on the zombies. The zombies, however, have brute force on their side. It's brain vs. brawn—a true Classic clash.

Plants

Peashooter

The Peashooter is always in the front-line fight against any zombie invasion. He likes to play fast, loose, and frantic—adopting more of a run-and-gun mentality. When he sneezes, he's a danger to both himself and those around him.

Primary Weapon: Pea Cannon

Available Upgrades

- **Hyper Plant Food: Grown from only the finest plant food, causing the Peashooter's reload time to decrease.**
- **Extra Peas!: A distant cousin sent more peas, what a nice cousin! Ammo capacity is increased.**
- **Super Pea Ammo: These Super Peas are so super they increase pea damage.**

The Peashooter is the plants' dependable workhorse. As the all-around balanced unit, he's a good pick for people who are new to *Plants vs. Zombies Garden Warfare*, or just like his play style. His primary shots have good range from any distance as well as an area of effect, making him great on the front lines or at the rear. He also has the ability to increase his rate of fire, a handy crowd-clearing explosive, and the ability to escape from tough spots quickly or run rings around zombies with the touch of a button. In short, the Peashooter is a jack-of-all-trades—master them and you've got a force to be reckoned with.

Special Abilities

Chili Bean Bomb

The zombies often confuse the Chili Bean with brainz, racing after it trying to eat it. It has a short fuse and deals massive damage to all nearby zombies.

The Chili Bean Bomb is a cut above your average explosive, due to two attributes whose usefulness cannot be overstated. The first is their ability to draw most AI-controlled zombies toward it from small distances, so if you've got a crowd of zombies, a well-aimed Chili Bean Bomb toss will absolutely solve most, if not all, of your problems. The other is the fact that Chili Bean Bombs will not hurt you or other friendly plants. This means that if the battle's getting crowded, you won't have to sacrifice one of your most important weapons. Toss with impunity!

Gatling Pea

The Peashooter can dig into the ground and root himself in place, turning himself into a Gatling Pea. He can deal extra damage, but is vulnerable to attack.

The Gatling Pea is one of the most important offensive support abilities, period. Have some of your fellow plants running interference while having the Gatling mow down any zombie that you see, then watch as you all become an organic wall that no zombie can breach. The Gatling Pea is also a good long-distance weapon; activate it where your target can't get close to you, such as from high ground. In close, however, the Peashooter is highly vulnerable, so watch out!

Hyper

When a Peashooter uses his Hyper ability, he will not only run incredibly fast, but can also jump extremely high.

If the Gatling Pea is one of the most important support abilities, then Hyper is one of the most important personal abilities. For a short time, you become faster than a water-gun's discharge, and are able to leap moderately sized houses in a single bound. This is ample time to escape from a tough situation, outmaneuver zombies, and/or get to high ground. Plus, unlike the Foot Soldier Zombie's Rocket Jump, Hyper gives you multiple jump usages, so be sure to catch the most air that you can!

Variants

Fire Pea

The Fire Pea is a flaming sensation, able to withstand the heat of being permanently on fire. The Fire Pea is very popular in winter and saves money on his heating bill.

Primary Weapon: Fire Pea Cannon

Available Upgrades

- **Heated Plant Food: Grown from heated plant food, causing the Fire Pea's reload time to decrease.**
- **Extra-Hot Peas!: Ammo capacity is increased due to the discovery of Extra-Hot Peas!**
- **Incendiary Pea Ammo: Incendiary Peas cause extra damage to zombies.**

The Fire Pea Cannon's flaming peas do excellent damage on their own, but due to their super-heated nature, they also set zombies aflame, which slowly eats away at their health for a short time. This lets the Fire Pea get his shots in, then assess the situation—continue to shoot, or run while still technically doing damage? The choice is yours.

Ice Pea

The Ice Pea is the coldest Peashooter around, but still carries a warm personality.

Primary Weapon: Ice Pea Cannon

Available Upgrades

- **Chilled Plant Food: Grown from ice-chilled plant food, causing the Ice Pea's reload time to decrease.**
- **Ice-Packed Pea Bags: Ammo capacity increases due to the discovery of more Ice-Packed Pea Bags.**
- **Harder Freezer-Burned Peas: Extra freezing increases damage. Zombies won't like the taste of these Freezer-Burned Peas.**

The Ice Pea is one of the most important plant soldiers, bar none. Just a few hits from the Ice Pea Cannon is enough to freeze most zombies in their tracks, rendering it unable to move or take action. To compensate, the Ice Pea's rate of fire is slightly lower than most Peashooters. Make his shots count, and pretty much any battles at close- and mid-range are yours.

Toxic Pea

Although the Toxic Pea has a very radiant personality, he constantly complains that everyone feels so distant....

Primary Weapon: Toxic Pea Cannon

Available Upgrades

- **Toxic Plant Food: Grown from the most toxic plant food, causing the Toxic Pea's reload time to decrease.**
- **Extra Toxic Peas: Extra Toxic Peas increase ammo capacity and are good for diets.**
- **Toxic Pea Ammo: Microwaved on high for 60 seconds, these peas will make zombies sing, "I'm toxic, toxic!"**

The Toxic Pea is similar to the Fire Pea, but still distinct. He still does great damage with his Toxic Pea Cannon, but also has a personal toxic aura which will sap the health of any zombie he comes within range of. The closer the zombie, the more health is sapped over time. While his Cannon shots also drain zombies' health, they won't drain as much health as those from the Fire Pea, so although the Fire Pea can attack from farther away, you're really going to want to get in close with ol' Toxic. Fortunately, between your aura and your ammunition, odds are any zombie that tries to stand and fight won't be in said fight for long.

Commando Pea

The Commando Pea grew up in the jungles and is the toughest pea there is—a one-Peashooter army that will never run from a fight.

Primary Weapon: Full-Auto Pea

Available Upgrades

- **Organic Plant Food: Grown from special organic plant food, causing the Commando Pea's reload time to decrease.**
- **Extended Pod: Extended peapod clips allow for increased ammo capacity.**
- **Full Pea Jacket Ammo: Homemade ammo is more dangerous and effective than standard pea ammo, of course.**

Not much of a marksman? Love giving cover fire to your teammates, or just go in, pea stalks blazing? Welcome to your Class. Commando Peas are excellent assault troopers, able to stand against zombies with large stocks of rapid-fire pea ammunition. What they lack in damage and area of effect, they make up for in sheer volume. Multiple Commando Peas going full-auto will ruin any zombie's day.

Agent Pea

Licensed to Vanquish—the Agent Pea is a silent stalker and makes vanquishing zombies look easy. For king and country...and Crazy Dave.

Primary Weapon: Pea Silencer

Available Upgrades

- **Top Secret Plant Food: Grown from top secret plant food, causing the Agent Pea's reload time to decrease.**
- **Extra Top Secret Ammo: A secret cache of top secret peas increases ammo capacity for all Agent Peas.**
- **Pea-Pea-7 Special Ammo: Top secret peas do more top secret damage.**

The Agent Pea is a professional; his shots are super-accurate, and do more damage when aimed correctly to score critical hits. For those who like to take their time to line up just the right shot while noisier teammates pose a distraction, the Agent Pea is the one to call.

Peashooter Accessories

Peashooter Tattoos

Peashooter Hats

Peashooter Organics

Peashooter Gestures

Plants

Sunflower

The Sunflower is the backbone of the plant army and keeps her teammates in the fight with her superior healing and sunny personality. She prefers to stay near the back of the fight, lending assistance with her long-range attacks.

Primary Weapon: Sun Pulse

Available Upgrades

- **Photosynthesis Upgrade: Converts sunlight into extra energy that helps her reload faster.**
- **Extra Sunlight!: An extended suntanning session results in increased sunlight ammo capacity.**
- **Super Nova Sunlight: Converts the power of the sun into a more damaging Sun Pulse.**

Looking for unorthodox weaponry? Like the ability to heal yourself and others? Or maybe you're just a fan of The Cute™? Then the Sunflower is for you. The Sunflower and her Variants let loose an array of armaments drawn from dazzling, hot-blooded solar power! Whether it's mobile, rapid Sun Pulses or stationary, concentrated Sunbeams, Sunflower knows how to light up a party. All this and the healing power of love, too—the Sunflower can leave health-doling Heal Flowers for all teammates to use, or send out her own rays to keep those close to her from being vanquished by regenerating their health. Keep her at mid-range in the combat lines, and always close to other plants, for best results.

Special Abilities

Heal Beam

If the Sunflower stays close to her targets, she can use her Heal Beam to keep them alive.

The Heal Beam sends a constant healing ray toward your closest teammate or defense. Heal Spawnable Plants, or accompany a plant with heavier firepower into battle. You can also use your Sun Pulse while healing so you're not completely vulnerable. Even as few as two Sunflowers supporting a small squad of other types of plants with Heal Beams can be tough to beat.

Sunbeam

The Sunflower can dig into the ground and root herself in place. This allows her to unleash a devastating beam of sunlight at the zombies.

This is a huge, concentrated light beam which, while it can be moved around, is best used while aiming in one direction. Once the Sunbeam locks on a target, its health is sucked away faster than a vacuum cleaner. Like the Peashooter, the Sunflower roots itself down and becomes vulnerable to fire, but the ends easily justify the means.

Heal Flower

Heal Flower can be deployed to help keep both herself and her teammates in the fight.

Heal Flowers constantly dole out little healing sundrops for you and your fellow plants to pick up. Keep them just to the back of your squad skirmishes, place them near bases to be defended, use them to help out fellow plants with low health, or simply drop one when you're unexpectedly in trouble. You'll be surprised just how handy they can be, and in how many situations.

Variants

Mystic Flower

The Mystic Flower is terribly mysterious. Some think she came from the past. Others believe she came from the future. Crazy Dave thinks she came from the leftovers in his fridge.

Primary Weapon: Mysterious Energy

Available Upgrades

- **Mysterious Reloading Technique: An ancient reloading technique allows for a far faster and more mysterious reload.**
- **More Mystery Power: Ammo capacity is increased in a most mysterious way.**
- **Kinetic Damage Boost: Mysteriously enhances her mysterious energy damage output.**

The Mystic Flower has very little ammo, but each and every single round of Mysterious Energy you have can be charged up to let loose a super-powerful shot! It takes a while, though, so either make yourself scarce during charging, or have your pals distract the enemy—then let them have it!

Power Flower

The Power Flower came from over-tanning one day, absorbing too much of the sun's strength. This causes her to continuously vent a powerful energy.

Primary Weapon: Power Pulse

Available Upgrades

- **Electrified Whiplash Reload: While whiplash is bad, faster reloading is good. So it's worth it!**
- **Static Buildup: A Static Buildup allows for increased ammo capacity.**
- **Power of Powers: The Power of Powers creates a more powerful charge.**

The Power Pulse gives a little extra speed and damage factor to the Sun Pulse, making it a little more versatile in battle. Its shots also crackle and spread outward slightly upon impact. However, all this comes at the cost of reduced ammunition, so you'll have a decision to make. Beyond that, all other standard Sunflower strategies apply when using this Class.

Fire Flower

Rumor has it that a Sunflower once went on a date with a Fire Pea....

Primary Weapon: Flame Pulse

Available Upgrades

- **Flaming Reload: Flaming Reload provides a quick way to improve reload speed.**
- **Longer-Burning Petals: Longer-Burning Petals create the ability to store extra ammo.**
- **Extra Hotness!: Damage is enhanced by the hotness!**

The Fire Pulse combines the health-draining functions of a fire weapon with the speed and versatility of the Sun Pulse. Keep the pressure on, as even a single hit from this rapid-fire baby can keep the draining effect going. This naturally makes this weapon great as cover or suppression fire.

Shadow Flower

The Shadow Flower works from the darkness, righting wrongs and singing songs—her mask disguises her true Sunflower heritage.

Primary Weapon: Dark Energy

Available Upgrades

- **Shadowy Reload Technique: A shadowy technique that allows her to collect light in a way that helps her reload faster.**
- **Dark Energy Collector: Dark Energy storage allows for higher ammo capacity.**
- **Particle Accelerator: Accelerated dark matter particles increase damage.**

Dark Energy has a slightly faster rate of fire than your standard Sun Pulse, offset by slightly shorter range. If you like weaving in and out of fighting ranks while getting in whatever hits you can, choose the Shadow Flower.

Metal Petal

Metal Petal is an armored Sunflower. While the metal weighs her down, making her slower than other Sunflowers, she has the added benefit of higher health.

Primary Weapon: Metal Blast

Available Upgrades

- **Artificial Reload Upgrade: A slightly more artificial reload results in a slight reload speed increase.**
- **More Metal Shard Ammo: Metal shard surplus results in increased ammo capacity.**
- **Sharper Metal Flakes: Sharper Metal Flakes cause more damage.**

Her description says it all—if you need a Sunflower who can take even more than what she can dish out, and get all her teammates home in one piece, pick up a Metal Petal. While you can stand more hits from enemies, don't veer too close to their lines if you can help it—her lower movement speed makes it tougher for her to escape a sticky situation, even with her extra armor.

Sunflower Accessories

Sunflower Tattoos

Sunflower Hats

Sunflower Organics

Sunflower Gestures

Plants

Chomper

Chomper primarily uses hit-and-run tactics to get in close and feast on zombies. He prefers tunneling underground and emerging beneath zombies for surprise attacks. He loves the taste of zombie feet—with just a dash of salt.

Primary Weapon: Chomp

Available Upgrades

- **Super Chomper Speed Boost: Chomper gains a speed boost due to getting in shape.**
- **Improved Intestinal Chamber: Sudden Mutation enhances Chomper's digestion rate, making it faster to digest zombies.**
- **Hardened Skin: Increased health as a result of the hardening of skin.**

Chomper is *Plants vs. Zombies Garden Warfare*'s only pure close range/melee unit. If you're not a fan of shooting projectiles at zombies, then pick Chomper to get up close and personal. Chomper is a master of trapping and burrowing. Spit Goop at enemies to stop them from moving, set Spikeweed traps to catch unsuspecting zombies and leave them immobile, hanging in the air and vulnerable...or better yet, Burrow underground, inaccessible to nearly all enemies until you leap back up to swallow them whole, regardless of how much health they have! Never count this scrapper out.

Special Abilities

Chomper Goop

Hitting targets with Chomper's ranged Goop attack is a great way to slow them down, making them easier to Chomp. They taste better, too!

Chomper Goop slows enemies to a crawl, and unlike other Classes, this comes standard on all Chompers—you don't have to pick an Ice Variant to gain this power. It also has a wide area of effect. What this means is that you can sneak near a group of zombies, Goop them, and render them near-helpless for your buddies to vanquish, or move further in for a Chomp yourself. Goop also slowly drains health from zombies, making it a win-win proposition.

Burrow

Chomper's ultimate weapon. He has the ability to tunnel under the ground and ambush unsuspecting zombies by emerging under their feet and swallowing them whole!

The Burrow is absolutely invaluable in crippling enemy forces. Burrow underground, find the most important zombie you can amongst the ones you see coming toward you, then Chomp him down in one go. Keep in mind, however, that the enemy can still see you coming—watch out for the Engineer Class of zombies, who can counter your Burrowing in a heartbeat with their Sonic Grenade!

Spikeweed

Laying Spikeweed traps is a great way to ambush zombies. If they walk over the Spikeweed, they get ensnared and are easy to Chomp.

Spikeweeds are like mines, except that instead of exploding when zombies get close, they trap them and make them immobile. Use this to escape from battle and let your fellow plants handle the vanquishing, or just finish the job yourself.

Variants

Hot Rod Chomper

The Hot Rod Chomper is the fastest Chomper in Suburbia. Equipped with a heavy-duty blower, port and polished heads, and a lightweight frame, he can race in on the unsuspecting zombies.

Primary Weapon: Hot Rod Chomp

Available Upgrades

- **Supercharged Turbo: Movement speed increased due to the addition of a supercharged turbo.**
- **Super Combustion Intestines: Digests zombies in a very Hot Rod-y manner, allowing for faster digestion.**
- **Reinforced Chassis: A Reinforced Chassis boosts the health of the Hot Rod Chomper.**

There's a reason the Hot Rod has that awesome paint job. While he may be functionally similar to other Chompers, he has one unique power: whenever he swallows a zombie whole, he gains a temporary burst of speed not unlike the Peashooter's Hyper ability. This makes hit-and-run tactics even more valuable than they already are with Chomper. Get in, gulp an enemy, get out fast, then repeat!

Toxic Chomper

The Toxic Chomper is, well...toxic! He enjoys getting in close to zombies and damaging them with his toxic aura.

Primary Weapon: Toxic Spray

Available Upgrades

- **Toxic Runners: Toxic sneakers of +3 movement speed.**
- **Acidic Stomach Acid: Very toxic stomach acids breaks down zombies in a hurry.**
- **Chemical-Hardened Skin: Health boosted through special skin hardening toxins.**

When you think about it, the Toxic Chomper is utterly hilarious, in a good way. As with all Toxic Classes, this little guy has a poisonous aura about him, which will almost always be in effect, since he has to be in close to fight. On top of that, the Toxic Spray is almost as efficient at dispatching zombies as the Power Chomper's Electric Spray (see below). The result is a Class you can simply send over and over into zombie hordes, knowing that he'll be able to wreak utter havoc to their formations, whether or not he's sacrificed in the process.

Fire Chomper

The Fire Chomper enjoys chasing the zombies around using his intimidating flames to make them flee.

Primary Weapon: Flame Spray

Available Upgrades

- **Blazing Speed: The Fire Chomper moves slightly below blazing speeds.**
- **Heartburn Digestion: There is a reduced chance of heartburn, decreasing digestion time for eating zombies.**
- **Flame-Hardened Skin: Flame hardened skin provides an extra health boost.**

While Chompers will always be close-combat fighters, the Flame Spray adds a teensy bit of range to the Fire Chomper's arsenal. The spray hits rapidly and repeatedly, scoring multiple hits in a small amount of time. As with all Fire-based weaponry, this will set zombies aflame as well, causing them to slowly be drained of health in addition to any other damage they take. Try Gooping your enemies first to make them even easier to wear down.

Power Chomper

The Power Chomper was taught his battle tactics from the Fire Chomper. He also charges in on zombies, but instead utilizes an electrocution Chomp.

Primary Weapon: Electric Spray

Available Upgrades

- **Lightning Speed: Moves slightly slower than lightning speeds, but that's still faster than normal.**
- **Electrified Innards: Digests zombies faster by shocking them with Electrified Innards.**
- **Charged Health Upgrade: Health is increased due to charged skin particles.**

Power Chomper is in the running for best close-range fighter in all of *Plants vs. Zombies Garden Warfare*. He discharges several bolts of electricity from his jaws at lightning speeds, all of which hit fast and do huge amounts of damage in-close. Get right up next to zombies and use the Electric Spray on any ones you don't want to take the time to Chomp!

Count Chompula

Count Chompula is very, very hungry. He's always looking for a zombie feast. He regains health for every zombie he swallows.

Primary Weapon: Vampiric Chomp

Available Upgrades

- **Super Vampiric Speed Boost: Count Chompula gets even faster movement speed with Super Vampire Speed Boost.**
- **Hyper Digestion: Reduces time to digest zombies through use of a Hyper Digestion system.**
- **Crazy Health Boost: Maximum health is increased because he's CRAAAAAZY!**

Count Chompula has a power that's just as neat as the Hot Rod's—gulp a zombie down and regain a HUGE amount of health. This allows Chompula to be a valuable asset even when low on health, as he can Burrow near an enemy, regain some vitality, and literally live to fight another day. Almost ironically, this means he works best when he's on the ropes—there's little point in gulping zombies down when you're already near full health. Stay hungry!

Chomper Accessories

Chomper Tattoos

Chomper Hats

Chomper Organics

Chomper Gestures

Plants

Cactus

Cactus is the long-range specialist of the plant team, able to shoot high-velocity needles at faraway zombies. In her rooted form, she can dispatch her flying Garlic Drone to call in corn artillery strikes from above.

Primary Weapon: Spike Shot

Available Upgrades

- **Fast-Load Cactus Training: The Prickle Academy provided free reload training, enhancing reload speed.**
- **Extra Spike Growth: Extra needle growth offers an increase in ammo capacity.**
- **Pointier Spikes: Pointier cactus needles provide a more damaging impact.**

Cactus is the plants' sniping Class, able to pick off zombies from great distances, and most Cacti have much closer zoom than other units in the game. In addition, Cactus can launch Garlic Drones, which fly around the map and do Cactus's dirty work with their own ammo while Cactus stands out of sight. Cactus can also plant mines around the map that set off explosions the moment a zombie gets close—and if that weren't enough, she can put up cover walls that block enemy fire. The message is clear: keep away!

Special Abilities

Potato Mine

Potato Mines force zombies to look down. If a zombie sets foot on a Potato Mine, it will explode and they will experience the full force of a "SPUDOW!"

Potato Mines are some of the most useful mines you'll ever encounter in any video game. On the run? Plant a Potato Mine and blow zombies chasing you into the sky. They're also great for littering the battlefield or your sniping spots with hazards. Watch the cooldown meter on your mines closely so that you'll be ready to constantly plant more. The more dangerous you make it for the zombies to walk around the map, the more of the map you own. Like Chili Bean Bombs, these don't affect your teammates.

Garlic Drone

By launching her Garlic Drone companion, Cactus can monitor zombies from the skies, attack them from the air, and call in devastating Corn Strikes.

Garlic Drones have tons of uses! They make great scouts, provide great cover fire, and their Corn Strike ability is anathema to crowds of zombies. Their only two weakness are their fragility and their limited fuel. Don't wander aimlessly, and make sure Drones stay out of enemy sight until the last possible second, or are only in sight of zombies who don't have rapid-fire weapons. Cactus is completely vulnerable when the Drone is active, so you'll have to keep her out of sight. However, when trying to launch a Drone, you'll also have to find a spot that's well-hidden, but isn't inaccessible to the enemy—the Drone won't launch otherwise! Be crafty with your hiding places.

Tall-nut Battlement

Tall-nut Battlements have many uses. They can be shields and they can block paths to stop the zombies in their tracks. They're terrible card players, though.

Need a way to wall off a chokepoint or make it hard to draw a bead on you while you're sniping? Look no further. You can also pop these out to give some of your fellow plants cover where there isn't any.

Variants

Camo Cactus

As a master of disguise, she's had to learn how to blend into a suburban atmosphere. It was far more challenging than she originally thought.

Primary Weapon: Camo Shot

Available Upgrades

- **Enhanced Cactus Training: Superior survival training offers a faster way to load spikes.**
- **Secret Spike Stash: A secret stash of ammo is useful for increasing ammo capacity.**
- **Perfect Spikes: Perfect spikes obviously result in dealing more damage to zombies.**

If you fancy yourself a pure 100% sniper, then go straight for this Variant, bypassing all others. Her weapon hits like a tank (especially if it's a Critical Hit), making her decent at close range, but her low ammo count, slow reload speed, and extra-long zoom range make her ideal for hiding far from the enemy, and picking them off from there. The Camo Cactus also sports a pattern that helps her blend in better near greens and shrubs, making her absolutely perfect for maps such as Suburbia.

Fire Cactus

The Fire Cactus trades her ability to blend into the background for a more devastating fiery weapon. She can also roast over 150 marshmallows simultaneously.

Primary Weapon: Fire Needle

Available Upgrades

- **Super-Rapid Reload: Super-Rapid Reload enhances reload speed.**
- **Plethora of Flaming Spikes: Ammo capacity is increased with a Plethora of Flaming Spikes.**
- **Superheated Flaming Spikes: Damage is increased with Superheated Flaming Spikes.**

The Fire Needle allows the Fire Cactus to inflict debilitating flame effects from afar. Her average rate of fire and above-average weapon damage allow her to play an excellent mid-range and long-range game. Team her up with other elemental plants to make sure zombies are vanquished extra quickly!

Ice Cactus

The Ice Cactus was thought to be a myth. Most Plants didn't believe it could snow in the desert, let alone be an environment that Plants could emerge from. Well, they were in for an ice surprise.

Primary Weapon: Ice Needle

Available Upgrades

- **Cold Snap Reload: Reload speed is enhanced through Cold Snap Reloading.**
- **Extra-Frosty Spikes: Frost creation of spikes allows for extra ammo capacity.**
- **Sharper, Colder Ice: Ice Spikes are both sharper and colder, causing more damage.**

Do you like the Ice Pea's ability to freeze enemies with a few shots, but aren't much for close combat? The Ice Cactus is perfect for you, then. Her Ice Needle has the same effects but with much greater range. Keep your shots accurate, and this Cactus can become the most dangerous of all Ice plant Classes simply because the enemy won't be able to see you coming. Slow down the enemy from your hiding place, and let your fellow plant squadmates do the rest.

Power Cactus

The Power Cactus specializes in blasting opponents with electricity from extremely long ranges.

Primary Weapon: Electric Needle

Available Upgrades

- **Charged Spike Reload: With Charged Spike Reload, the reload time is reduced.**
- **Electric Spike Stockpile: Ammo capacity is increased with Electric Spike Stockpile.**
- **Supercharged Spikes: Supercharged Spikes deal extra damage.**

The Electric Needle fires short, electric bursts which travel at amazing speeds! The second you draw a bead on a zombie, fire away and odds are he just won't have time to dodge. This is especially good since you're playing as a long-range Class: stay out of sight, keep them in your crosshairs, and pick away with your super-fast shots until the victory is yours.

Future Cactus

Cactus of the future that Crazy Dave brought back to help him win the war against the zombies.

Primary Weapon: Future Shot

Available Upgrades

- **Futuristic Reload: Reload speed is enhanced with Futuristic Reload technology.**
- **Far Future Ammo: Far Future technology allows for an ammo capacity increase.**
- **Incomprehensible Future Shot: Damage is increased in ways we can't yet comprehend with Future Shot ammo.**

Crazy Dave knew what he was doing: the Camo Cactus is great for traditional sniping, but if you're into high risk for high reward, then you'll absolutely want to recruit this girl who leapt through time. The Future Cactus has a lower-zoom magnification than most other Cacti, making her better for mid-range combat than full-on sniping, but she comes with the ability to charge her shots so that they do incredible damage and even vanquish basic zombie Classes in one hit! Keep her well-guarded so that she can properly line up her shots, and you'll be glad you did.

Cactus Accessories

Cactus Tattoos

Cactus Hats

Cactus Organics

Cactus Gestures

Plants

Spawnable Plants

In the Gardens and Graveyards and Co-op game modes, players in control of plants can summon automated defenses in the form of potted plants. These defenses come in many forms and have many uses, so always be sure to pick the right ones for the job.

Pea Cannon

Shoots large peas at the zombies, causing large amounts of splash damage. A good all-around defense.

Repeater

Shoots multiple peas, causing more damage than the Pea Cannon. Another good all-around defense to use, especially if damage is more important to you than area of effect.

Gatling Pea

Focuses in on one target at a time, unleashing a barrage of rapid-fire peas. Great for damage, but their focused-fire nature means they'll require extra support against advancing hordes.

Bonk Choy

Makes up for his lack of range with devastating uppercuts. Place these near smaller chokepoints and watch the vanquishes rack up. These little guys can take down weaker zombie Classes with one hit!

Scaredy-shroom

Takes zombies out with superior range but hides when they get close. Treat them like the amazing, high-damage-dealing automated sniper units that they are, but make sure they have backup.

Heal Flower

Continuously generates sundrops which can heal nearby plants. A great flower to put in pots that are closest to bases or chokepoints that you want to manually defend.

Fume-shroom

Shoots out acidic bubbles that are effective at damaging shields and armor. A good support Class best backed up by one of the projectile-spewing Spawnables.

Goop-shroom

Goops zombies, which slows them down and makes them easy targets. Team these up with Ice-shrooms to make life miserable for zombies trying to get through a chokepoint.

Snap Dragon

Unleashes his fiery breath, which does additional damage over time. Has decent range to boot, and lets loose a constant stream of fire. If you can get him near an Ice-shroom or Goop-shroom, you have a good combination.

Ice-shroom

Lets out bursts of icy-coldness, freezing nearby zombies where they stand. Make sure you have some backup fire on hand to deal with any immobilized zombies.